The only inside source for all Nintendo games

Official Nintendo Seal of Quality

NINTENDO POWER®

P.O. Box 97043
Redmond, WA 98073-9743

FORWARDING & RETURN POSTAGE GUARANTEED
ADDRESS CORRECTION REQUESTED

BULK RATE
U.S. POSTAGE
PAID
NINTENDO
of America Inc.

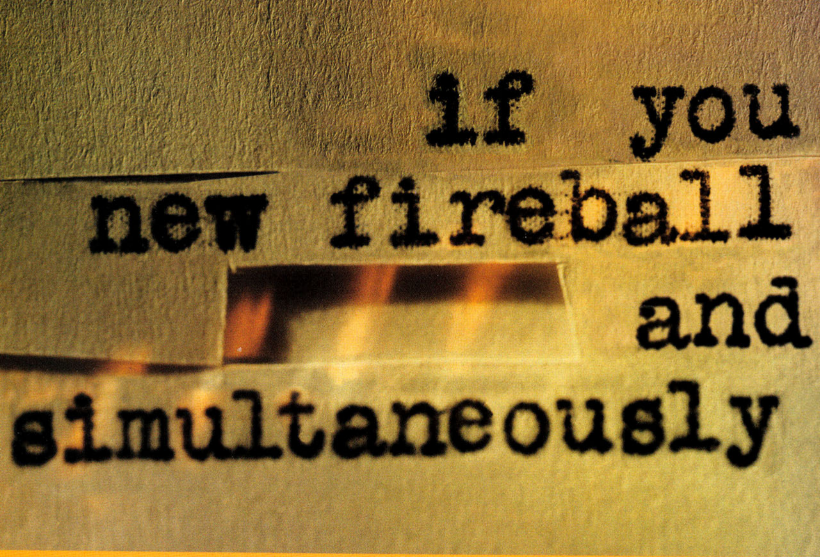
IN-DEPTH
- Olympic Summer Games
- Toy Story

EPIC CENTER
- DragonHeart
- Sword of Hope II

GRIFFEY CONTEST
Winner plays ball

N64 Blowout
31 PAGES
Super Mario 64
Plus
Blast Corps
PilotWings 64
Shadows of the Empire
Goldeneye 007
Cruis'n USA
and more!

JUNE VOLUME 85
US $4.95 / CANADA $5.95
0 45496 69101 1


if you
new fireball
and
simultaneously

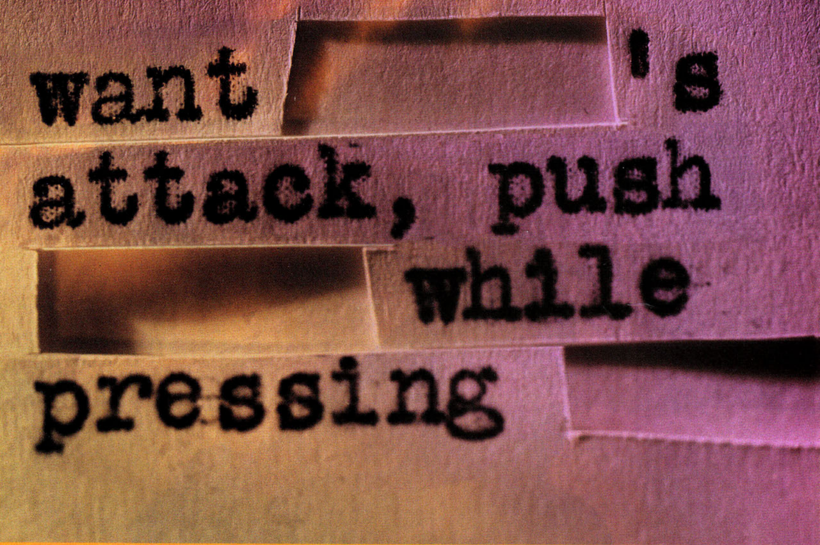
NOBODY FILLS IN MORE

Super Mario RPG
Nintendo
Players Guide
Player's Guide

There are tons of secrets around a place like Nintendo. There are security guards, computer passwords, identification badges, paper shredders - the whole works. All to keep the critical info. very, very classified. • But there is one place where a few things slide. And that's down to the writers at Nintendo Power. Nobody gets more comprehensive game reviews, previews and information on Nintendo 64 than they do. • Except you, if you become a subscriber. • For just $18.00* a year, you can pick up 12 issues of Nintendo's most

---

*Canadian reisdents pay $25.


want
's
attack, push
while
pressing

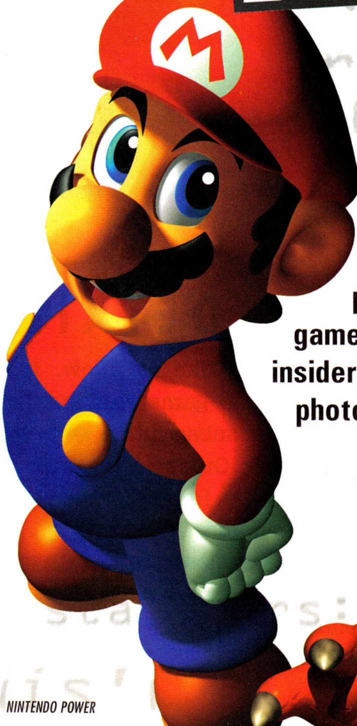
OF THE MISSING DETAILS.

guarded information. It's everything you'd like to know, from important tips, secret codes and strategies, to game rankings and reviews. • What's better, if you order your subscription now, we'll throw in a brand new Player's Guide - for nothing. It's your choice: in-depth coverage for Killer Instinct, Donkey Kong Country 2, or Super Mario RPG. • So call 1-800-255-3700 today. Or grab the enclosed card and follow the instructions. It's that easy. And remember, the sooner you start filling it out, the sooner we can start filling you in.

NINTENDO POWER
EARTHWORM JIM 2

• Call 1-800-255-3700 TO SUBSCRIBE.

power has MORE on N64



The fun starts here! Turn to page 11 and learn why the Nintendo 64 is the ultimate fun machine. This month's issue is packed with 31-pages of games for the N64. Exclusive, insider information and photos galore!

CONTENTS

VOLUME 85, JUNE 1996

FULL COVERAGE

OLYMPIC SUMMER GAMES 46
KEN GRIFFEY JR.'S WINNING RUN 54
MOHAWK & HEADPHONE JACK Part Two 76
TOY STORY 86

N64 EXCLUSIVE

THE FUN STARTS HERE 11
SUPER MARIO 64 16
BLAST CORPS 18
STAR WARS: SHADOWS OF THE EMPIRE 20
DOOM 64 22
BODY HARVEST 24
GOLDENEYE 26
CRUIS'N USA 28
PILOTWINGS 64 30
WAVE RACE 64 32
THE LATEST AT RARE 34
IN DEVELOPMENT AT WILLIAMS 38
THE NEXT WAVE 40

EPIC CENTER

EPIC NEWS 55
DRAGONHEART 56
SWORD OF HOPE II 62
LUFIA II: RISE OF THE SINISTRALS Part Two 66
EPIC STRATEGIES 72

EVERY ISSUE

PLAYER'S PULSE 6
POWER CHARTS 10
CLASSIFIED INFORMATION 42
COUNSELORS' CORNER 82
ARENA 92
NOW PLAYING 94
PAK WATCH 98
PLAYER'S POLL CONTEST 104
NEXT ISSUE 106
GAME LIST 106

OLYMPIC SUMMER GAMES

Take aim and jump, sprint and vault to Olympic gold in Black Pearl's Olympic Summer Games for the Super NES.

Pg. 46

KEN GRIFFEY JR.'S WINNING RUN

The road to the World Series begins in the front office. Check out the winning trade strategies.

Pg. 54

LUFIA II: RISE OF THE SINISTRALS Part Two

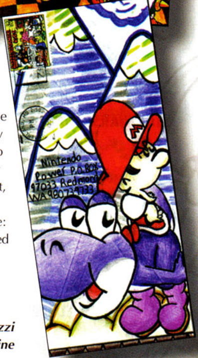
Bite
Dekar
Guy
Maxim
Selan

The war against the Sinistrals continues as Epic Center sets sail for the eastern continent in Lufia II.

Pg. 66

PLAYER'S PULSE

Nintendo Power readers are an incredibly creative bunch. Just take a gander at the extremely excellent envelope art that appears every month in these pages!



Hi! Ratings?

I love your magazine! I just switched over from Game Pro to your magazine because I, along with many people, think that Nintendo products rule over all other video gaming products. But, there is one thing I would like to see in you magazine: a rating system. If you added one, your magazine would be flawless! Keep up the good work!

Giancarlo Dozzi
via America Online

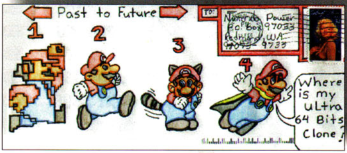
Take a look at the back of the Now Playing section, Giancarlo, where our fearless staff members pick their fave games every month. You'll also see the Power Meter Ratings, as determined by our Game Testing Dept. The folks there rate each game in four categories: graphics and sound, play control, challenge, and theme and fun.

Virtual Fanatic

I would like to start by saying that Virtual Boy is awesome! I love it. It is like nothing else on the market. I placed an order for a Virtual Boy a month and a half before it even came out. My wait was over on August 18 when the store called me at work and said my Virtual Boy had arrived. After the call, time went by very slow. After clocking out, I rushed out to pick it up and three games: TeleroBoxer, Galactic Pinball and Red Alarm. After I finished reading the manual, I put my head into three dimensions and "boom!" The experience was better than I expected. It ruled! I chose the Virtual Boy over the two 32-bit systems because (1) The Virtual Boy is unlike any other system out on the market. (2) When the Nintendo 64 comes out, the two big 32-biters are going to be old toys. (3) I am patient. I am waiting for the Nintendo 64 because good things come for those who wait. I was wondering if you guys could e-mail me information about future Virtual Boy games and possible release dates.

José Solorzano
Metairie,
Louisiana

Thanks for the plaudits, José! Upcoming Virtual Boy titles include Dragon Hopper and Bound High. Dragon Hopper will combine action and puzzle elements, while Chalvo, the high-stepping star of Bound High, will remind Kirby fans of their favorite round mound of rebound. For the most up-to-date release info for all games, check out Pak Watch in every issue!



Arena Admirerer

What do I think of the changes to Arena? I think they're great! The Battle Zone is an excellent idea. Now we can see which part of the Power Region sent in the most points! Arena Online?! Awesome! I can now see all of the all-time records without having to dig through 15,000 issues! Not only do I like the changes to the Arena, but I also like the changes to the rest of your mag! I was hoping you would fix

Envelope Art
Page 6, top to bottom:
Luke Sims—New York, NY
Justin Scarpelli—Frostburg, MD
José Luis Rodriguez—Toa Alta, PR
Page 7, top to bottom:
Laura Hollander—Searingtown, NY
Michael Wing—Calgary, AB
Roland Guzman—Los Angeles, CA
Michael Pascarella—Basking Ridge, NJ
Background Art:
Amber Kelso—Fayetteville, TN

Nintendo Power
Player's Pulse
P.O. Box 97033
Redmond WA
98073-9733
MECH WARRIOR

COME ON SPACE MAN
Nintendo Power Players Pulse
P.O. Box 97033
Redmond WA
98073-9733

up Classified Info. The style you had was getting old and boring because it was basically the same look you always had. Thank you for adding another page to Player's Pulse. Other than the game reviews, Player's Pulse is arguably the most important part of your mag. Well, thanks for the changes.

Andrew Klawun
Indianapolis, Indiana

Canada Online?

In the Volume 82 Player's Pulse, Lamont Johnson asked if you could expand Epic Center. Your suggestion was to go to Nintendo Power Source on America Online and find tips and stuff there. But what if you live in Canada? I still want to get tips and stuff but can't because I don't belong to America Online.

Geordan Robertson
via the Internet

AOL recently expanded into Canada. To sign up, check the directions under the Phone Directory on page 9.

KI 2: Thumbs Down

I saw Killer Instinct 2 in Volume 81. From what I saw I have only one thing to say...crappy! It absolutely totally looks 16-bit. Not only that, also the characters look totally unoriginal and only a couple of new characters have been added and they look like messed-up rehashes. Plus you said there was some sort of new 3-D animation feature for the hair, yet the hair looks the same as the hair in Killer Instinct 1.

Kelly James Griffin
Minneapolis, Minnesota

KI 2: Thumbs Up

When I first saw KI 2 in your magazine, I thought it would stink. Then I played it. I couldn't believe it. The animation was smooth. Jago's hair was moving! The colors were perfect. I was amazed. It wasn't the piece of crap I expected.

Derek Miller
Tonawanda, New York

Nintendo Power
Player's Pulse
P.O. Box 97033
Redmond, WA 98073-

KI 2: Is Cool

I have had a chance to play KI 2 in the arcade and I think it was overall a pretty awesome game. It was a lot harder than KI but I still liked it a lot with all the new moves. February's KI 2 article was informative and very helpful.

Jennifer Spurgeon
via the Internet

KI 2: Yahoo!

In Volume 82 you asked us readers if we had a chance to play KI 2 in the arcade and if we liked it. Did I like it? I hated it! NOT!!! It was the best! You guys probably couldn't make a better game!

Aaron "KI" Hoeffel
Defiance, Ohio

NINTENDO POWER®

Publisher
M. Arakawa

Editor-in-Chief
Gail Tilden

Producer
Yoshio Tsuboike

Senior Editor
Leslie Swan

Senior Writer/Editor
Scott Pelland

Staff Writers
Kent Miller
Terry Munson
Paul Shinoda
George Sinfield
Tom Wharton

Editorial Consultants
Jeff Bafus
Howard Lincoln
Peter Main
Phil Rogers
Juana Tingdale

Editorial Assistants
Chris Cameron
Todd Dyment
Todd Gardiner

Production Coordinators
Machiko Oehler
Nancy Ramsey

Design, Game Strategy & Illustration
V DESIGN
Yoshi Orimo
Hiroko Nagami
Katsuyuki Asanuma
Jeff Hazard
Sonja Morris
Ritsuko Yamaji
Hiroshi Nakae
Marty Pappas
Scott Douwes
Brandon Baltzell

Prepress/Design Supervisor
Jay Wergin

Design Lead
Kim Logan

Electronic Prepress/Design
Tim Anderson
Jim Catechi
Karl Deckard
Billy Noland
David Wharton

Cover Design
Griffes Advertising

VOLUME 85 -JUNE 1996
Nintendo Power is printed in the U.S.A. and published by Nintendo of America Inc., 4820 150th Avenue NE, Redmond, Washington, 98052, at $59.40 per year in the U.S.A. ($71.40 in Canada). ©1996 Nintendo of America Inc. All rights reserved. Nothing that appears in Nintendo Power may be printed in whole or in part without the express written permission from Nintendo of America Inc., copyright owner. Nintendo is a registered trademark of Nintendo of America Inc. TM, © & ® for games and characters are owned by the companies that market or license those products.

PLAYER'S PULSE

Tag-Team Boredom

I'm writing to tell you about my PlayStation. It sucks. To get it, I sold my Super NES and games and chunked in an extra $200. And that's just for the PlayStation. No games, just a sorry demo disk. I wish now I had kept my Super NES because I see all those cool games for it. All the games for PlayStation have weird graphics and they are sooooooo boring. Galaga for Game Boy is more fun than any of them. Have you seen their two player deal where you need two TVs, two PlayStations, the two-player hookup, and two copies of the same game? If you've got an extra $10,000 and a big room you can play a two-player game like Wipeout, or you might have more fun sharpening 10,000 pencils. I'm warning everyone the only thing you are not ready for is getting rid of your Super NES. Well, I gotta go. I've still got 9,999 pencils to go.

Brian Mackey
McKinney, Texas

Super Yoshi's Island!

Super Mario World 2: Yoshi's Island is THE best side-scrolling game I've ever played. The graphics are the best I've seen for a Super NES Mario game, as well as the animation, which is almost as smooth as Donkey Kong Country. Putting in the FX^2 chip was a great idea, for the huge bosses and scaling effects used throughout the game. I'd have to say my favorite boss is Raphael the Raven, since the whole screen rotates 360° with no slowdown. When I first heard about Yoshi's Island, I thought it was just another Mario game. Boy, was I wrong! When I rented it, I got blown away! I knew I had to buy this awesome game. It was totally genius to make percentages on the levels to obtain a bonus stage at the end of each world. This made the replay value very high. I am completely overwhelmed by the dedication and work you have put into this game. You guys made re realize how fun platform games can be. Give my compliments to Mr. Tezuka, Mr. Miyamoto and Mr. Yamauchi, and keep making the greatest video games possible!

Ryan Barrett
Middletown, Ohio

Thanks for the Help

I am one of the lucky ones who has been subscribing to your mag since day one. Lately you have been printing letters that made me realize how cool your mag really is. I am happy to see in each and every one of your issues the absence of video game ads. Most ads are of games I won't ever consider buying. Another plus on your part is that I only own Nintendo products so I can rest assured that all the games you talk about are for the Super NES, Game Boy or Virtual Boy. Finally I know I can always rely on your highly superb reviews of the games I think look interesting. Thanks for the years of good gaming info!

Killer Instinct 2
Nintendo Power
Player's Pulse
P.O. Box 97033
Redmond WA
98073-9733

Andy Parrish
via America Online

Fighting Words

Is it possible if I can get all the moves and secrets for KI 2?

Konan S. Ortiz
via the Internet

We're still finding new moves, and we've been playing the game for months! Rest assured, if we uncover any more nuggets of KI 2 wisdom we'll pass 'em along. In the meantime, peruse the special KI 2 articles in Volumes 81 and 83.

Adios, Nester Awards

I just received your March issue, and was appalled when I opened it to the Nintendo Power awards. Now I realize that you canceled the Howard and Nester cartoon long ago, and therefore calling the awards "Nester" wouldn't make any sense to your new readers, but this is a longstanding tradition in your magazine, your last one I might add, and it disappointed me to see it disappear.

Chrono Trigger
Conselor's Corner
PO Box 97033
Redmond, WA
98073-9733

Dennis Bachman
Vienna, Austria

Ad Adversary

In Volume 83 of Nintendo Power, Joel Stroup wrote how much he appreciated that Nintendo Power is a clean magazine. Another popular video game magazine, which shall remain nameless, contained such appetizing ads as a close-up shot of a crushed bumblebee between someone's teeth and a couple of kid's butts hanging out of their shorts in an ad for a baseball game. I, too, would like to say "Thank you" for keeping your magazine neat and free of advertisements.

Michael Weyandt
via America Online

Corner Complaint

I am complaining about Volume 82's Counselors' Corner. I've never seen as many lame questions in my life! The DKC 2 and Yoshi's Island questions were horribly lame! Why did you print these?

Ryne Schillinger
via America Online

Hey, Ryne —Those are the most commonly asked questions received by our Game Play Counselors. By answering them, we figure we're saving game-players a lot of calls to our GPCs. Just another benefit you get with your subscription to Nintendo Power!

Once Upon a Time

Is it true that Nintendo began producing playing cards in the 1880s? Seems hard to believe that such a small business could have escalated into the number one home entertainment platform....

Dan Doll
via the Internet

You're right, Dan. While waiting for the microchip to be invented, the Yamauchi family plunged headlong into the playing card biz. They've been providing top-notch home entertainment ever since.

Centennial Celebration

What will be in your 100th issue? I love your magazine, it's great.

Joe Smith
via the Internet

Right now, our plans include: 1) Secret e-mail addresses of every fighter in KI 2. 2) Yoshi's favorite soufflé recipes. 3) An exclusive interview with the last person in America playing the Sega 32X. That is, if Geraldo doesn't beat us to him. Of course, we're always open to suggestions!

Fowl Bawl

I was deeply offended by your "Creative Use of Poultry" headline in Classified Information for Volume 82. Chickens will one day rule the world and you should apologize before it's too late!

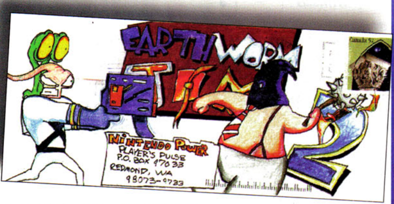
Death Chicken
via X-Band Video Game Network

Cluck all you want, Death Chicken. We're not afraid of your fowl plans. It's the ducks that we fear! Quack!

Player's Poll Winner

KOMBAT KRAZY

Volume 75 Grand Prize Winner Beau Eckermann of Montgomery, Alabama, jetted to Houston to collect the perfect prize for a Mortal Kombat freak: VIP seats at the MK3 Live Show in the Astro Arena. Afterward, Beau hobnobbed with the cast of real-life martial-arts experts. Fortunately, they didn't demonstrate any of their closing moves on him. Capping Beau's once-in-a-lifetime experience were primo seats at a Rockets game and a jaunt through the Johnson Space Center, where he and his mom, Nancy, took the controls of a Space Shuttle simulator. Beau's whirlwind tour left him breathless, except for three words: "Outta this world!"



WRITE AWAY RIGHT AWAY!

Enjoy your exclusive sneak peak at hot games coming soon to the Nintendo 64. It's only in this month's Nintendo Power. Then, send us your artistic interpretations of these "Gotta Have" games!

NINTENDO POWER PLAYER'S PULSE
P.O. BOX 97033
REDMOND, WA 98073-9733
E-mail: NOAPulse@Nintendo.com

Envelope Art
Page 8, top to bottom:
Naomi Chiba—Cincinnati, OH
Stanton Broadway—Golcanda, IL
Page 9: Tim Anderson —Pickering, ON
Background Art: Sean Boley —
Middleburg, VA
Be sure to put your name and hometown on art you send us. Grazie!

PHONE DIRECTORY

NINTENDO POWER SUBSCRIPTIONS & CONSUMER SERVICE

1-800-255-3700
(1-800-422-4281 TDD)
6 a.m-9 p.m. Pacific time,
Monday-Saturday
6 a.m.-7 p.m. Sunday
French- and Spanish-speaking representatives are available.

TALK TO A GAME COUNSELOR

1-900-288-0707
U.S. 95¢ per minute

1-900-451-4400
Canada $1.25 per minute

(1-206-883-9714 TDD)
6 a.m.-9 p.m. Pacific time,
Monday-Saturday
6 a.m.-7 p.m. Sunday
Callers under age 18 need to obtain parental permission to call.

POWER LINE

1-206-885-7529
Lots of pre-recorded help:
Any Super Mario Bros. game for the Super NES or NES, including Yoshi's Island and Super Mario RPG. Also any Zelda game, Killer Instinct, Mortal Kombat II, Mortal Kombat 3, EarthBound, Illusion of Gaia, Super Metroid, Secret of Evermore, Breath of Fire, Breath of Fire II, Chrono Trigger, Final Fantasy III, Donkey Kong Country, Donkey Kong Country 2, Donkey Kong Land and Super Punch-Out!!
Also:
News about hot new games, E^3, the Nintendo 64 & other cool stuff.
This call may be long distance, so before you call, be sure to get permission from whoever pays the bill.

MODEM INTO THE SOURCE

Nintendo Power Source on America Online
To sign up: 1-800-827-6364, Ext. 12386
To access the Source: Keyword NINTENDO

Nintendo Power on the Internet:
WWW. NINTENDO.COM
e-mail: Nintendo@Nintendo.com

POWER CHARTS

One of the fastest-rising games in chart history, Super Mario RPG rockets to the number two slot in only its second month of release. Meanwhile, word-of-mouth has made a sleeper hit out of Tetris Blast for Game Boy. Make your voice heard by sending in your Player's Poll card. You'll enter a great contest at the same time!

SUPER NES TOP 20

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
①	DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST	Nintendo	1	8
②	SUPER MARIO RPG	Nintendo	6	2
③	KILLER INSTINCT	Nintendo	8	12
4	THE LEGEND OF ZELDA: A LINK TO THE PAST	Nintendo	3	53
5	SUPER MARIO WORLD 2: YOSHI'S ISLAND	Nintendo	4	8
6	CHRONO TRIGGER	Square Soft	2	11
7	FINAL FANTASY III	Square Soft	5	18
8	DONKEY KONG COUNTRY	Nintendo	9	20
9	MORTAL KOMBAT 3	Williams	13	8
10	KEN GRIFFEY JR.'S WINNING RUN	Nintendo	NEW	1
11	SUPER MARIO KART	Nintendo	12	38
12	SUPER METROID	Nintendo	7	26
13	EARTHWORM JIM 2	Playmates	10	8
14	FINAL FANTASY II	Square Soft	-	43
15	MEGA MAN X3	Capcom	11	4
16	SECRET OF MANA	Square Soft	20	18
17	BREATH OF FIRE II	Capcom	-	2
18	OGRE BATTLE	Enix	-	6
19	MORTAL KOMBAT II	Acclaim	-	18
20	DOOM	Williams	-	8

MOST WANTED

1. NINTENDO 64
2. CRUIS'N USA (N64)
3. KILLER INSTINCT (N64)
4. SHADOWS OF THE EMPIRE (N64)
5. DOOM (N64)
6. X-BAND MODEM
7. MORTAL KOMBAT TRILOGY (N64)
8. SUPER MARIO RPG
9. VIRTUAL BOY
10. DRAGON QUEST VI

GAME BOY TOP 10

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
①	THE LEGEND OF ZELDA: LINK'S AWAKENING	Nintendo	1	38
②	SUPER MARIO LAND 2: 6 GOLDEN COINS	Nintendo	6	44
③	DONKEY KONG LAND	Nintendo	2	17
4	METROID II: RETURN OF SAMUS	Nintendo	3	54
5	TETRIS	Nintendo	4	44
6	KILLER INSTINCT	Nintendo	-	6
7	GALAGA/GALAXIAN	Nintendo	-	6
8	WARIO LAND: SUPER MARIO LAND 3	Nintendo	7	23
9	DONKEY KONG	Nintendo	9	22
10	TETRIS BLAST	Nintendo	NEW	1

VIRTUAL BOY TOP 5

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
①	WARIO LAND	Nintendo	1	8
2	MARIO'S TENNIS	Nintendo	2	8
3	GALACTIC PINBALL	Nintendo	4	8
4	MARIO CLASH	Nintendo	3	6
5	GOLF	Nintendo	-	3

TOURNAMENT FIGHTERS

Are you cruising for a bit of virtual bruising? Then check out the top five Super NES fighting games, as voted by Nintendo Power readers. When you're ready, strap on your controller and jump into the ring!

1. KILLER INSTINCT (NINTENDO)
2. MORTAL KOMBAT 3 (WILLIAMS)
3. MORTAL KOMBAT II (ACCLAIM)
4. WWF WRESTLEMANIA: THE ARCADE GAME (ACCLAIM)
5. MORTAL KOMBAT (ACCLAIM)

NINTENDO 64®
POWER PLAYS THE GAMES
NINTENDO POWER®
THE FUN MACHINE

NINTENDO 64

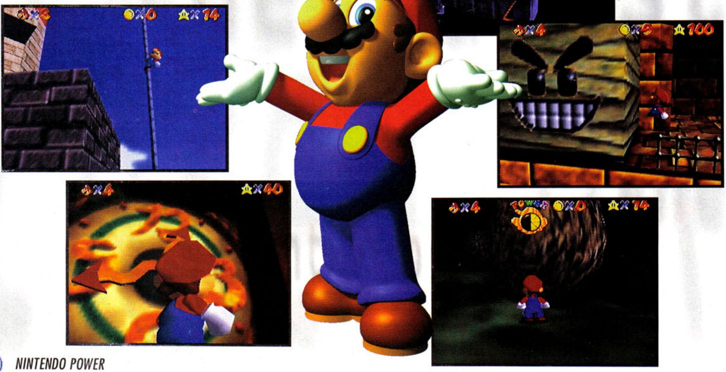
THE FUN MACHINE

AN EXCLUSIVE WORLD TOUR OF THE FIRST NINTENDO 64 GAMES.

FOCUSING ON FUN

> **"ULTIMATELY, IT'S THE SOFTWARE THAT MAKES A SYSTEM GREAT, AND THAT'S WHERE NINTENDO HAS ALWAYS EXCELLED."**
>
> **MIKE RUBINELLI, VP THIRD PARTY DEVELOPMENT, WILLIAMS ENTERTAINMENT**

As the Nintendo 64 makes its North American debut at E3, the brightest spotlight will be cast on the games, not the machine. After all, nobody buys a video game system just because it has Z-buffering. You buy it for the games. You buy it for the fun. Nintendo Power covered the world, from Japan to Europe, to bring you exclusive information and the latest screen shots for the first crop of games. Virtually everyone who has seen the N64 agrees that it is the most sophisticated video game system in the world. Let's face it, it's incredible. But how does the technology translate into fun? That's not such an easy question to answer. We talked to some of the principal players in the Nintendo universe, asking "what makes the Nintendo 64 the ultimate fun machine?" In particular, we talked to Shigeru Miyamoto, the creator of Nintendo's Mario and Zelda games and the guiding light behind the development of many of Nintendo's N64 games. The answers we got were all over the place. Some were even in the next room, hiding in a box labeled, Caution: No Winkling, whatever that means. So what makes the N64 more fun than previous video game systems, or roller coasters, or Nerf weapons? The answers lie in the next 32 pages. Have fun winkling them out.



A WORLD IN A BOX

One of the goals of the world's leading game creator, Nintendo's Shigeru Miyamoto, has always been to create worlds in miniature, worlds in which the player can enter and explore the unknown. Games for previous video game systems such as the NES and Super NES allowed players to peek into that world, but it was a distant view. "The Nintendo 64 allows me to make a complete miniature world in a box," Miyamoto told us. "I am finally able to complete this dream." The difference between previous game systems and the N64 is that the player seems to be in the box with the game world.

The 3-D perspective draws you in so that you are moving about in the video world and the incredible graphic quality makes that world look real. Henry Sterchi, one of the top game evaluators at Nintendo, compares the experience of the N64 to earlier video game systems. "When Super Mario was released in '85, it was fun just to watch Mario move and make him run and jump on the screen. Since then, I've made Mario run and jump a million times and thought nothing of it. The first time I picked up the N64 controller and played Super Mario 64, I was astounded at how fun it was to make Mario run and jump again. I would run Mario around without purpose just to interact with the environment. The N64 puts Mario in a realistic 3-D environment and gives you true 3-D control of his movements." Part of the magic of these miniature worlds is that variety. You can step into a fantasy world such as the Mushroom Kingdom or enter the gritty, futuristic world of Blast Corps in which you drive heavy duty demolition vehicles. But the key is that you are inside the world and you can interac with everything in it, unlike the older generation of games with their 2-D movement and non-interactive backgrounds.

> **"THE POWER OF THIS MACHINE, ALTHOUGH FAR BEYOND THE COMPETITION, IS IRRELEVANT. THE TRUE POWER OF THE N64 LIES IN THE GAMES. AS ALWAYS, IT'S NINTENDO'S GAMES WHICH DEFINE "FUN"; THIS IS MORE TRUE THAN EVER WITH THE N64!"**
>
> **KEN LOBB, DEVELOPMENT MANAGER, NINTENDO**

THE ARTISTS

Nintendo's philosophy has always been to make the best games in the world, which is why it introduces new hardware such as the N64 only when the new system allows a quantum leap in game play. The hardware itself is like a blank canvas—full of potential but useless without the imagination of an artist. In the case of the Nintendo 64, the best artists, programmers, composers and designers from Japan, North America and Europe will be working on bringing the 64-bit canvas to life. Some of the names will be new, such as Paradigm and Angel, but many top developers such as Rare, LucasArts and Williams have made the 3-D leap, as well.

Nintendo®

Williams

LUCAS Arts

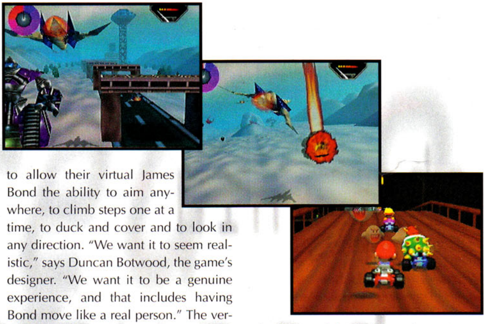
RAREWARE

PARADIGM Simulation Inc

ANGEL STUDIOS

CONTROL FREAKS

Fun often begins with freedom. In the world of Nintendo 64 gaming, that freedom takes many forms, but perhaps the most important freedom is the intuitive ease of control within the game environment. The revolutionary controller design with its analog Control Stick gives players unprecedented freedom and uncanny precision to their movements. With the N64, you can inch forward or charge ahead. For the first time, game developers can mimic real-life motions in every detail. Super Mario 64 allows players to control Mario in more ways than ever before. "This world is a completely new environment for players," Miyamoto says, "and our goal is to give them a totally new experience. In fact, that is the goal for all N64 game development. After a few minutes of getting used to the new controller, players will love it." The developers of Goldeneye 007 at Rare are using the advanced control capabilities to allow their virtual James Bond the ability to aim anywhere, to climb steps one at a time, to duck and cover and to look in any direction. "We want it to seem realistic," says Duncan Botwood, the game's designer. "We want it to be a genuine experience, and that includes having Bond move like a real person." The versatility of the new controller can't be overemphasized. Not only does the Control Stick give players awesome character control, it also gives them superb control of vehicles. Nintendo's Wave Race 64 recreates the pole control and weight shifting necessary to ride a water craft as it speeds over the waves. In Pilotwings 64, the Control Stick becomes the perfect flight yoke, allowing pilots to wing their way between canyon walls and city towers. "It's difficult to explain," says Miyamoto, "but the feeling of the flight simulation is very realistic. You can glide down from the top of a mountain, for instance, then turn around and look back up at the peak and say, 'Hey, I was just up there.' It's that real."

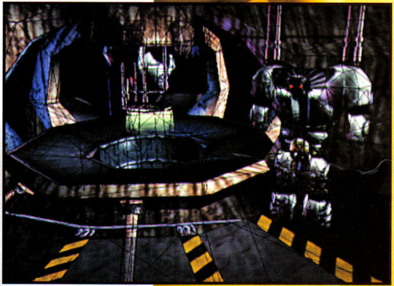


> **"IT'S TOTALLY DIFFERENT FROM EXISTING 16 AND 32-BIT VIDEO GAME SYSTEMS. YOU CAN SEE THE DIFFERENCES FROM THE FIRST MOMENT YOU PLUG IN SUPER MARIO 64."**
>
> **MINORU ARAKAWA, PRESIDENT OF NINTENDO OF AMERICA**

ONLY THE BEST

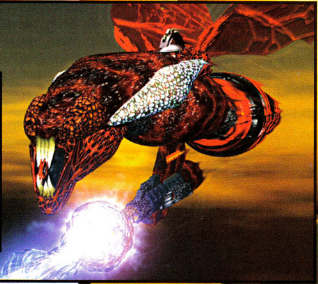
Ultimately, development of great games for the Nintendo 64 depends on the people who are creating the games. The N64 has attracted the most talented game designers from Japan, North America and Europe. Nintendo's in-house development teams include the creators of blockbuster hits such as Yoshi's Island, Super Metroid and The Legend of Zelda: A Link To The Past.

TIME
00' 4
34m
SPEED
143 km/h
FUEL
TIME
00' 38"57
N
SPEED
2 km/h
FUEL
SEA LEVEL
108 m



Rare Ltd., in the U.K., stunned the world with rendered ACM graphics in Donkey Kong Country, Killer Instinct and DKC2. Williams Entertainment dominates the coin-op world with smash hits such as NBA Jam and Mortal Kombat. LucasArts Entertainment performs magical feats in bringing Star Wars to life. DMA Design excels at innovative games such as Lemmings and, now, Body Harvest. The list goes on, with high-powered development teams working on exclusive N64 projects at Acclaim Entertainment, Electronic Arts, Virgin Interactive, Time-Warner, Paradigm Simulations, Software Creations, Ocean of America and Angel Studios. In Japan, more than 80 titles are in the works for the N64 from top third-party publishers. There are sports titles, adventures, fighting games, epics, puzzles and creative explorations. And that's just the first crop of games. According to Mike Abbot at Williams Entertainment, the future will hold almost unimaginable new games, "Nintendo's read/write bulk device can lend itself to new game designs never before seen." Mr. Miyamoto agrees. He sees vast games for the 64DD disk accessory in which every element can be customized and stored for future play. "Even seemingly insignificant elements in the game world, such as crystals growing out of the ground, could have memory," he explained. "If you cut it with a sword, it might slowly grow back after a certain time. It will all seem very real." Now, it's time to step into the future of video games. On the following pages, you'll see many never-before-published scenes from the N64 games in development from Nintendo and the Dream Team. The countdown has begun.

> **"NINTENDO 64 GAMES PUT YOU INSIDE A WORLD LIKE NO GAMES HAVE DONE BEFORE. YOU ACTUALLY FEEL LIKE YOU ARE STANDING ON SOLID GROUND, OR FLOATING IN THE AIR, OR SWIMMING IN THE WATER. EVERYTHING HAPPENS SO QUICKLY AND SEAMLESSLY IT ALMOST LOOKS TOO GOOD."**
>
> **DAN OWSEN, DEVELOPMENT MANAGER, NINTENDO**



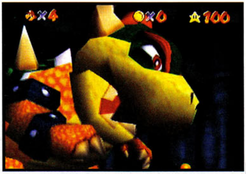
> **"...THERE ISN'T ANYTHING ELSE ON THIS PLANET THAT ALLOWS PEOPLE WHO ENJOY INTERACTIVE ENTERTAINMENT TO PLAY WHAT REALLY IS THE "ULTIMATE" VIDEO GAME, MR. MIYAMOTO'S LATEST MASTERPIECE, SUPER MARIO 64."**
>
> **HOWARD LINCOLN, CHAIRMAN, NINTENDO OF AMERICA**

SUPER MARIO 64™

YOUR WORLD WILL NEVER BE THE SAME. THE NEW GOLD STANDARD IN VIDEO GAMES HAS ARRIVED.

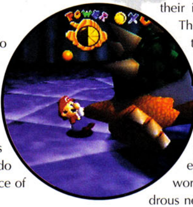
THE FUTURE IS WOW

The Super Mario 64 preview at last fall's Shoshinkai trade show created a sensation, as fans from all over the world oohed and aahed at the stunning scenes of Mario scampering about a gorgeous 3-D world. Nintendo Power has scored an exclusive look at the nearly completed Japanese version of the game, and we're even more bowled over this time around! Super Mario 64 is packed with brain-boggling brain teasers, bruising battles and daunting obstacle courses that will send Mario fans straight to game-playing nirvana. Stir in the finest 3-D graphics ever crafted for a video game and a sound track that's sweet music to the ears, and what do you have? The new gold standard in video games!

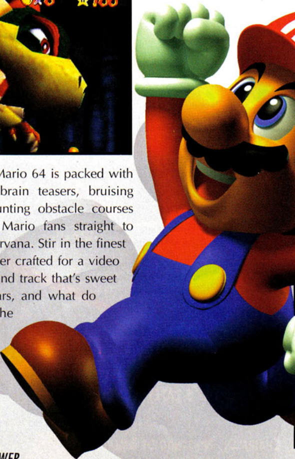


STELLAR STORY

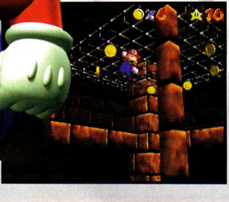
The action requires Mario to grab Power Stars by exploring the Princess's eerily empty castle. There are at least 100 of these iridescent beauties tucked away in Super Mario 64. But this simple description fails to do justice to the sheer brilliance of the game.

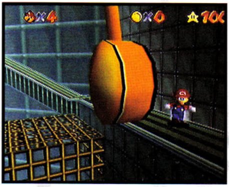


Mario creator Shigeru Miyamoto and his team at Nintendo Co. Ltd. have let their imaginations run wild. The result is nothing less than a revolution in video games. No longer restricted to a 2-D world, Mario roams freely through grassy meadows, gloomy castles and even sunny skies. Each world opens up to wondrous new levels and those, in turn, lead to even more areas that are utterly unlike anything you've ever seen. Leaping through a picture of swimming fish, Mario finds himself in a watery maze. A giant scallop threatens to gobble Mario at any moment, while seaweed bobs on the maze's floor. Sharks and other sea creatures suddenly rush forward from the gloom, while schools of angel fish change course to follow Mario.



Another picture plops Mario down outside a looming castle, lit by a full moon high in the night sky. Big Boos haunt the castle, but you've never seen ghosts like this before! They flicker and fade through walls, only to reappear when Mario least expects them. Pressing on, Mario unlocks a secret passageway hidden by a bookcase. Now Mario will have to find a 3-D key, insert it in the lock and turn.



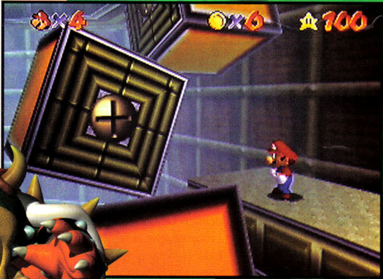


A VIEW TO A THRILL

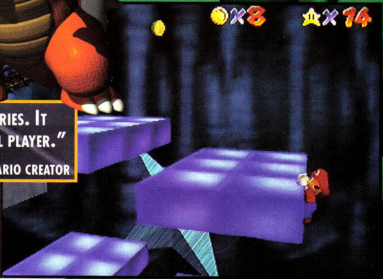
Exploring Super Mario 64 is as easy and natural and a Mario backflip. That's because the N64's controller lets you view the action from any angle. With a tap of the finger, you can zoom in or out, swivel around to see what might be sneaking up from behind and even soar way up high for an aerial view. As for Mario himself—well, you've never seen him move in so many ways and with such grace. Thanks to the analog control stick, Mario can move at any speed from a tip-toe to a sprint. He can also crawl, cartwheel, do the long jump, kick off a wall, swim, dive and ride a magic carpet.

> **"THIS IS THE BEST GAME OF THE MARIO SERIES. IT OFFERS MANY OPTIONS FOR THE INDIVIDUAL PLAYER."**
>
> **-SHIGERU MIYAMOTO, MARIO CREATOR**

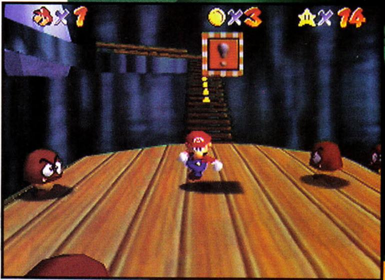
Mr. Miyamoto and his team have filled Super Mario 64 with brilliant game-play features, but they haven't forgotten the telling details. When Mario skids down a chute, his pants heat up, then burst into flames. When the plumber gets pooped, he doffs his hat and mops his brow.. When he runs, you can hear his feet hitting the ground, and when he skids to a stop, he kicks up a small cloud of dust. Super Mario 64 even includes a flight simulator! Wearing a winged cap, Mario soars over, under and around a rainbow. Whenever he dodges an obstacle, he yells "Yippee!" Which is precisely what players will yell when they get their hands on this solid-gold game!



Mario must surmount a slew of superrealistic obstacle courses. His new skills include the ability to hide behind objects.



No baby steps here! Super Mario 64 makes a giant leap forward in video-game fun.



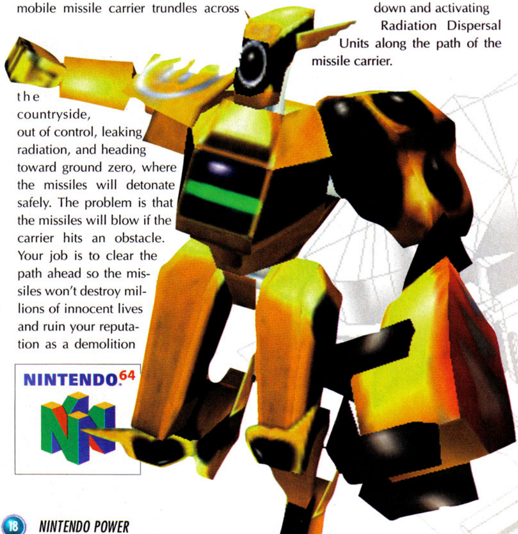
Great 3-D graphics means enemies can attack from any angle. Note the shadows and other accurate lighting effects.

BLAST CORPS™

WHEN YOU DON'T WANT TO NUKE IT, KNOCK IT DOWN WITH THE MOST DESTRUCTIVE DOZERS IN THE WORLD.

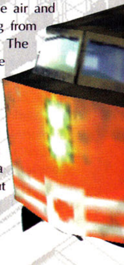
a NUCLEAR BLAST

Nintendo's Blast Corps for the Nintendo 64 asks the question: Can the average speed-crazed gamer be trusted with heavy equipment and the fate of the world? Early indications are that the answer is yes. Your mission is simple. A mobile missile carrier trundles across the countryside, out of control, leaking radiation, and heading toward ground zero, where the missiles will detonate safely. The problem is that the missiles will blow if the carrier hits an obstacle. Your job is to clear the path ahead so the missiles won't destroy millions of innocent lives and ruin your reputation as a demolition demigod. You can also save civilians and scientists along the way. What you have in your favor is the Blast Corps, a company of high-tech urban demolition experts and their awesome arsenal of destruction. Rescued scientists help the BC design newer and better diggers that will be ready later in the game. Other goals include racking up the insurance money for the buildings you knock down and activating Radiation Dispersal Units along the path of the missile carrier.



LIFE IN THE CORPS

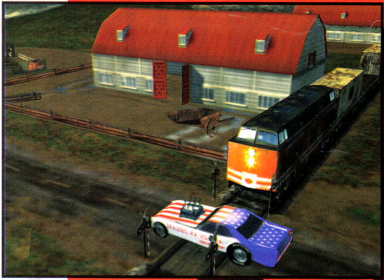
Blast Corps (originally called Blast Dozer) puts you in control of various "diggers" that players use to crumple buildings, flatten vehicles and mop up stray messes that might cause the missile carrier to explode. Each digger can be used in different ways to destroy obstacles, but there is generally only one efficient demolition style for each digger. The Ramdozer, with which you begin the game, is a straight-ahead basher. The dump truck, or Backlash, has extra armor packed into the rear part of the truck. To effectively destroy buildings with the Backlash, you need to skid around and slam into the wall with the back end of the truck. The Skyfall buggie has all of its armor on the bottom of the chassis. If you catch some air and slam down on a building from above, you'll crush it. The Thunderfist looks more like a robot than a vehicle, but it is actually a sophisticated wrecker controlled by a daring driver. The best means of attack is to launch yourself into a forward roll to take out buildings.



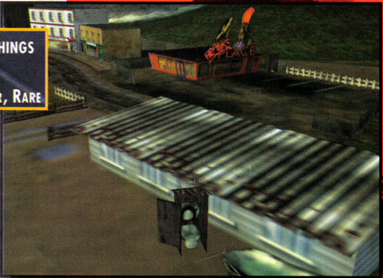
DESTRUCTION IS FUN

Blast Corps, when completed, will have somewhere around 60 stages, including bonus stages in which you'll use a wide assortment of other vehicles. The Blast Corps team also envisions stages that may require you to build things rather than destroy them. For instance, a crane might be used to build a bridge across a trench that would otherwise destroy the carrier. Other bonus areas might feature activities such as racing up a mountain in order to leap off the top. In some of the areas, you'll learn techniques that can be used elsewhere in the game, but some of the bonus areas will just be there for fun. Chris Stamper, who founded Rare along with his brother, Tim, reportedly once said, "If you make a game in which you knock things down, it will be fun." Not exactly Mother Teresa, but true enough. "These are the ultimate Tonka trucks," says Martin Wakeley, the designer of Blast Corps at Rare Ltd. "And they blow up. What could be better than that?" Yes, indeed, destruction is a wonderful thing.

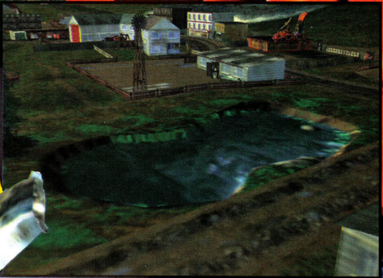
> "IF YOU MAKE A GAME IN WHICH YOU KNOCK THINGS DOWN, IT WILL BE FUN."
>
> CHRIS STAMPER, RARE



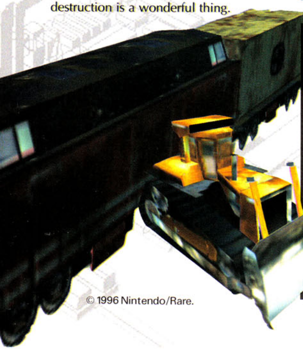
These Alias screens show 3-D stages of Blast Corps, but without the diggers. You'll find all sorts of other vehicles in the game including cars and trains.



The outhouse wasn't a very good place to hide in Jurassic Park, and it's no safer in Blast Corps. Everything on the screen can be knocked flat.



The terrain in Blast Corps ranges from hilly to flat, with pits and dips thrown in to make things interesting. Your digger can cover any territory.



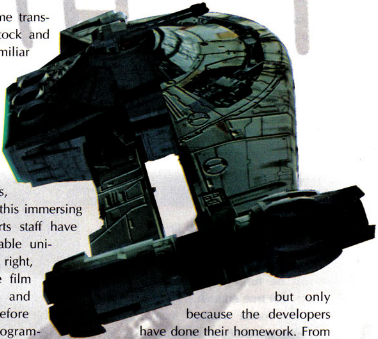
© 1996 Nintendo/Rare.

STAR WARS® SHADOWS OF THE EMPIRE™

A NEW HOPE HAS DAWNED, BUT THE FINAL VICTORY IS YET TO BE WON. HEREIN LIES A TALE OF THOSE WHO FIGHT IN THE SHADOWS OF THE EMPIRE!

AT THE MOVIES

Past adaptations of the Star Wars saga to various video game platforms were exceptional achievements, lauded by players and critics alike. But what sets Shadows of the Empire apart from its forebears is its ability to instill that "at the movies" feeling in all those who are lucky enough to experience it. Playing this game is almost like watching a previously undiscovered Star Wars film, which is exactly the effect the Lucasarts programmers are striving for. Even in its unfinished state, the game transports the player lock, stock and lightsaber to that now familiar galaxy far, far away.



Though the soft-edged explosions, textured walls and surfaces, moving light sources and other attention-grabbing graphics effects are marvelous, they're only one part of this immersing experience. The Lucasarts staff have created a totally believable universe that not only looks right, but feels right. Like the film producers and directors before them, the programmers paid special attention to the smallest details of their product's design. The same suspension of disbelief that allows you, at least briefly, to believe in a movie with droids and hyper-speed spaceships is also at work when you play this game, but only because the developers have done their homework. From the varying textures of rocks, metal and cloth to the menacingly intelligent actions of a massive Imperial walker, every element looks natural and behaves logically.

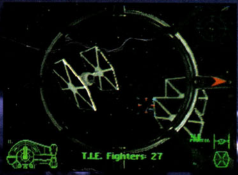
The basic premise of most games is to battle enemies and overcome obstacles, but unlike what you'll find in a lot of other titles, the puzzles and perils in this game don't feel contrived at all. One particular death trap, for example, involves a paddle wheel that looks like it's cleaning the sewer system you are exploring. It is a hazard, to be sure, but it seems to be a logical part of the environment, rather than just an obstacle that has been deliberately placed in your way to give you something to do. Subtlety is the key to believability here.

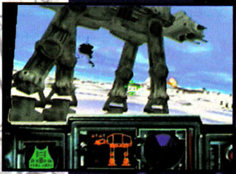
USING THE FORCE AND MORE

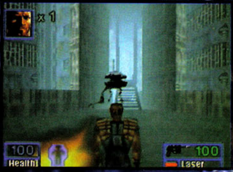
Of course, none of this would be half as enthralling if the action weren't fast and furious, and believe us, it is. There seem to be few lulls in the game, and the pacing of the action keeps you moving, thinking and reacting constantly. This creates that state of mind that many players refer to as being "in the zone," where the game truly becomes an interactive experience. You'll swear that you can feel the heat on your face as you steer your Snowspeeder through a billowing explosion in the skies above Hoth, and you'll bob and weave in your seat as you try to target incoming TIE fighters from the gunnery station aboard your spacecraft.

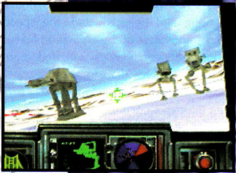
All of these elements and more combine to create a gaming experience that many vaunted PC products would be hard pressed to match. Backed by a rousing soundtrack and terrific sound effects, Shadows of the Empire promises to instill that same sense of awe, wonderment and sheer exhilaration you felt the first time you saw Star Wars. And isn't that what games are supposed to be all about?

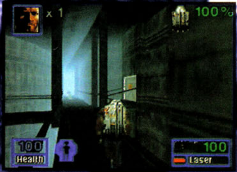
> **"We've utilized the raw power of the N64 to the fullest in Shadows of the Empire"**
>
> **Mary Bilr, Lucas Arts and Entertainment Co.**

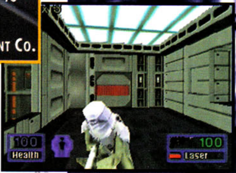


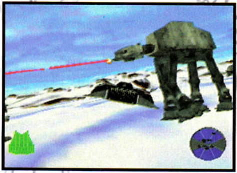




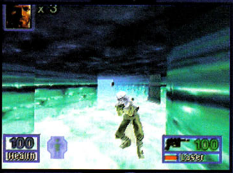








You'll have almost complete freedom of movement throughout the game. Even the gunnery stage allows you to look up and down as well as rotate 360 degrees. Repeating patterns can make surfaces and backgrounds look flat and unrealistic. The designers took the time to "dress" sets with unique, pattern-breaking details.



© 1996 Lucasfilm, Ltd. Licensed exclusively to Nintendo. "Shadows of the Empire" and "Star Wars" trademark and logo are the exclusive property of Lucasfilm, Ltd. All rights reserved.

DOOM 64™

IT'S A DOOM YOU CAN'T IGNORE.
IT'S THE DOOM OF THE DECADE.
IT'S DOOM FOR THE NINTENDO 64.
PREPARE OR PERISH.

YOUR DOOM IS CAST

You are alone. Purple clouds stream across the alien sky. The Bull Masters have been hunting you relentlessly for days. If it weren't for your own cunning and the fortunate discovery of some medical kits in a hidden wall panel, you would have joined the rest of your doomed space marine squad by now. Do you feel lucky? You should, because this is the most electrifying experience you can get from 110 volts short of licking the outlet.

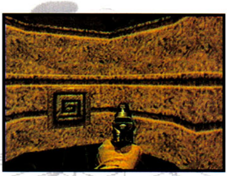
Welcome to Doom for the Nintendo 64. Williams Entertainment is crafting a unique vision of the ID Software game that defined a new genre of 3-D action. Every stage has been redesigned and the action blisters with speed. The game also combines spectacular graphics with haunting sound and more varied play than any previous version of Doom. What remains the same is the premise of one space marine facing a nightmare of mazes, alien fiends, traps, puzzles, tempting new technology and perhaps, if you're exceptionally lucky, clever or quick, survival at the end of the day.

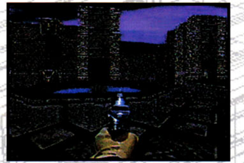
> **"EVERYTHING ABOUT THE GRAPHICS AND PLAY HAS BEEN PUMPED UP."**
>
> SUKRA GILMAN, LEAD ARTIST, WILLIAMS ENTERTAINMENT

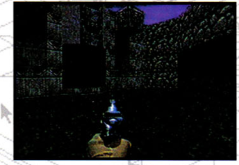
NEW HORRORS

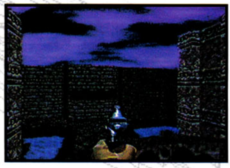
As you move through the labyrinths, hunting and being hunted, the speed and smoothness of the animation leaves you breathless. Players will find more puzzle elements than in any previous Doom game, making the experience more than just a white-knuckle challenge of reflexes and stamina. The dozen or so different breeds of aliens have bigger brains, as well, which is to say that they will have more refined A.I. to help them track you down and squash your frail, human ego. With the help of the Control Stick, you'll have far greater control over your movement than in earlier PC and console versions of Doom. You'll be able to tiptoe up to corners or sprint through ambushes. The team also hopes to make use of various perspectives in the game's twenty or more levels. As for hidden stuff, Doom 64 programmer Aaron Seeler promises, "Lots of stuff in every level."

DOOM 64™ is a trademark of ID Software, Inc. ©1993 ID software, Inc. All rights reserved. All character images and likenesses depicted in DOOM 64™ are the property of ID Software, Inc. Distributed by WILLIAMS Entertainment Inc. Under license from ID Software, Inc. Williams ® is a registered trademark of Williams Electronics Games, Inc. Used by permission.



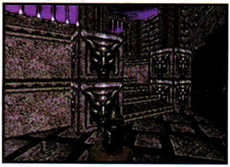


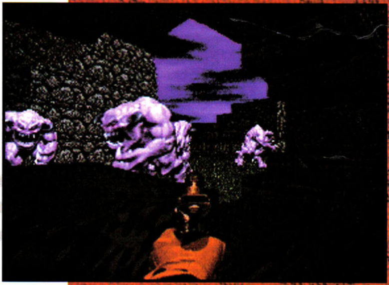




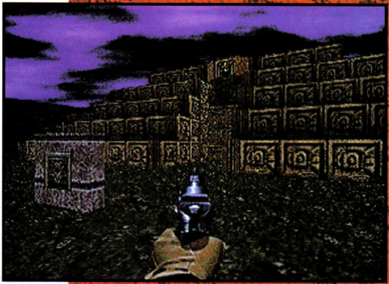
SO PRETTY IT HURTS

Not enough can be said about the look of Doom 64, particularly in comparison to earlier Dooms for other video game and computer systems. Sukru Gilman, the lead artist on Doom 64, describes the effort like this. "We've taken familiar Doom themes and enhanced all of them for the N64. Everything about the graphics and play has been pumped up." The play on the Nintendo 64 is the fastest and most furious of any Doom, as you would expect, but it's all taking place in an incredibly realistic and diverse set of stages. The team of texture map artists has created a look based on the traditional Doom themes of space and inferno, but they've also created some new looks such as an area flavored by ancient Egyptian motifs. The sound is also amazing. Aubrey Hodges, the composer and sound effects designer for the game, has created a haunting soundtrack for Doom 64 that will keep you sweating. "If it makes your hair stand on end, it's working," he said about his work. Any Doom fan worth his or her chainsaw had better get used to the feeling–or shave their heads.

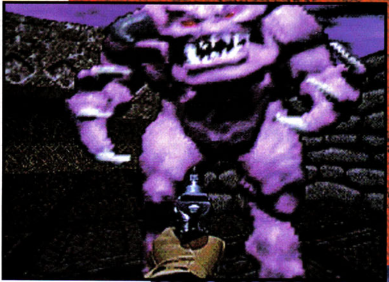




Only one area was ready for screen grabs at press time, and it was very dark. These shots have slightly enhanced lighting.



The stones here feature bump maps, or texture maps that make extensive use of shadowing so that they don't appear flat.



High definition rendered enemies won't pixelate even at close range. You can almost see their tonsils.

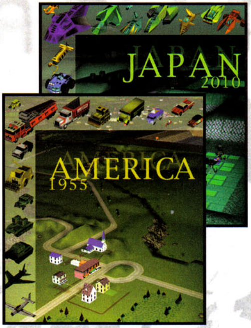
BODY HARVEST™

YOU'RE ADAM DRAKE, A ONE-MAN SWAT TEAM TRIPPING THROUGH TIME TO CRASH AN ALIEN DINNER PARTY!

THE FOOD FIGHTS BACK

A certain breed of video-game connoisseur loves nothing more than driving fast and blowing up everything in sight. Yeehah! Scottish developer DMA has taken the high-end graphics and blazing speed of the Nintendo 64, poured on a barrel of adrenaline and come up with a scream-a-second thrill ride that's a real 3-D blast.

The plot gleefully mixes elements of every late-night sci-fi flick imaginable. In the early 20th century, giant insect-like aliens with a craving for human flesh invaded earth. Ever since, they've been harvesting humans–hence the game's title. These intergalactic gourmets don't believe in fast food. Rather than eating captured prey on the spot, the arthropod aliens whisk them back to their dining room in the sky. Mankind is nearly extinct when a renegade band of freedom fighters, led by a cool and collected gunslinger named Adam Drake, figures out a way to travel through time. Sporting little more than a way-cool jacket and a high-tech computer, Adam is sent back to various places and times around the world to battle the human-harvesters.



SHOOT OUT THE LICE

DMA has shrewdly kept the focus squarely on the action. Thanks to the N64's processing muscle, though, there are some terrific visual effects. When you drive a truck off a pier and swims for your life, a shimmering wake trails behind you. If you have a second to spare while dodging alien ammo, you should glance back at the truck resting tranquilly at the bottom of the azure sea. The visual effects in an underwater battle zone set off 21st century Japan are especially breathtaking.

Shoot-'em-up fans demand tons of action, and Body Harvest delivers the goods. Besides your character and vehicle, the screen swarms with richly detailed human-hunters. Each shows considerable intelligence, so if you don't use your wits you won't last past brunch. Keep your viewcam in constant motion,

NINTENDO64

© 1996 Nintendo/DMA Design.

scanning the horizon, checking your back and otherwise keeping a ever-vigilant eye out of alien ambushers. A creepy synthesizer score lends a doomy touch to the proceedings.

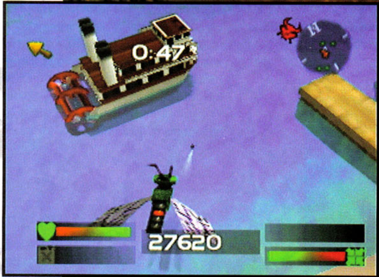
> **"PASS THE SALT, PASS THE HUMAN—HEY! WHERE'D HE GO?"**
>
> **CENTIPEDE INVADER**

BETCHA CAN'T DRIVE 55

In each stage you're given a series of increasingly demanding assignments, including destroying invaders and rescuing humans. The huge maps give him plenty of room to explore and hide out. While in the open, you'll have to run like the dickens, swim like a fish and take cover behind buildings and trees. But most of the action consists of jumping into vehicles and taking off before an alien has you for lunch. In all, you can commandeer more than 130 vehicles, ranging from World War I-era biplanes to futuristic tanks and jets. On a Greek isle in 1916, you'll find yourself at the wheel of an old-fashioned limo, a primitive tank and even a paddle-wheel steamboat. Sightsee Hawaii, 1930, in a seaplane, tanker and destroyer. In an Eisenhower-era American farm town, your tools of choice include a combine, fire truck and motorcycle. In 1990, blast through Antarctica in a bus and monster truck. Other scenarios include 1942 Java and 1970 Siberia. We could tell you about the final stage, but the developers at DMA might come after us with a jet plane. We can safely say, though, that it involves a showdown on the aliens' home planet. Kitchen duty, anyone?

Playing laser-tag with a giant wasp is just part of the 3-D thrills in Body Harvest.

Pack your driver's license and get ready to put your pedal to the metal. Body Harvest delivers a hands-on tour of the history of transportation.



When bugs get a little too close for comfort, use your handy view-cam to fly high yourself and take an aerial view of the action.

GOLDENEYE 007™

BRACE YOURSELF FOR 64 BRILLIANT BITS OF BOND IN GOLDENEYE 007 FROM NINTENDO.

YOUR NAME IS BOND, JAMES BOND

The Goldeneye team at Rare Ltd. has been squeezing everything they can out of the Nintendo 64 to make a first-person, cinematic experience that puts you into the action of the latest James Bond thriller. Goldeneye 007 features action from Russia to Cuba, the likenesses of virtually all of the Goldeneye characters and universally known Bond signatures such as the theme music, wild chase scenes and heart-thumping acrobatic escapes. As the British super agent, players will use a host of weapons to stop the Janus Corporation's plot of nuclear extortion. That's about all you have to worry about for plot. As in the movie itself, the plot is simply a means to cool action scenes.

From a detailed first-person perspective, players look out on a world taken directly from the movie. In most areas, Bond has to think on his feet, avoiding or shooting enemies, penetrating installations and blowing up everything that looks expensive. But Bond is also the most versatile man on earth. Put him in a Russian tank and he will charge through bustling city traffic with no more concern than a hungry weasel in a chickencoop. Other vehicles such as the helicopter will come into play, as well, but the flashy new BMW didn't appear to make the cut. The designers also hope to maintain a sense of reality in the character of Bond. For instance, you can't carry an arsenal around with you. At most, you'll be able to pack two weapons at one time. And Bond doesn't magically heal himself using medical kits found scattered randomly about. When he's hit, it reduces the effectiveness of his body armor.

> **"WE MADE HALF A DOZEN TRIPS TO THE STUDIO... AND USED ACTUAL BLUEPRINTS OF THE SETS..."**
>
> **MARTIN HOLLIS, RARE LTD.**

PASSPORT TO PERIL

Goldeneye explores many of the key areas in the movie, including the high dam, the nerve gas plant, the Russian base at Severnaya, the Soviet statue park, the military archives, the chase in St. Petersburg, the depot and missile train, and the antenna complex in Cuba. Other areas that are merely glossed over in the film are also used as major levels in the game. You'll be able to explore the destroyer, infiltrate a missile silo, dodge troops in the Cuban jungle and descend into the drainage caverns beneath the huge, flooded antenna. The developers used actual blue prints of the set designs from the film and made numerous trips to the studios near London during the production of the movie.

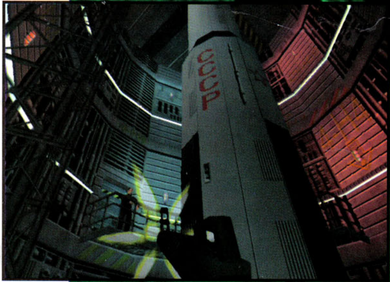
Q BRANCH

The game designers have spent much of the past year thinking about their license to kill. The biggest advance in game play is that you will be able to shoot up, down, and all around at any angle. Movement through the game world has also been improved over most 3-D, first-person games. Bond doesn't just stand, walk and run. He (or rather, you) will be able to kneel, climb ladders, walk up stairs realistically and move forward at a variable rate due to the Control Stick of the Nintendo 64 controller. Even more intriguing, you can control the volume of Bond's footsteps by slowing down or speeding up, which may be just the trick you need to sneak past a wary guard.

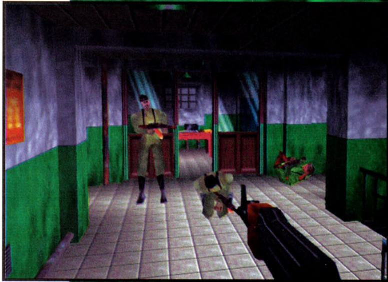
WE MEET AT LAST, MR. BOND

Over the decades, James Bond has tracked down some of the most colorful villains in movies: Blofeld, Jaws, Goldfinger, Dr. No and Scaramanga. In Goldeneye, you'll face the treacherous Trevelyan (006), the cruel General Ourumov, and the twisted Onatopp. Digitized texture maps of the actors' faces have been painted on the polygon figures to give an added sense of reality. But the developers went beyond using the latest villains. They also plan to include hidden areas featuring characters out of Bond's past such as those mentioned above. Bond himself might even be shaken, if not stirred, by this highest tech adventure of his illustrious career.

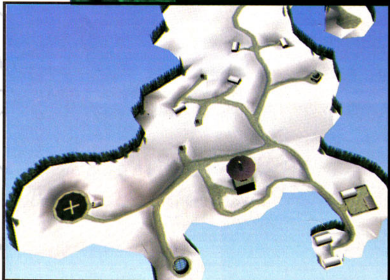
Goldeneye 007™
© 1996 Nintendo/Rare.
TM & © 1995 Eon
Productions Ltd. & Mac B. Inc.
© 1995 Danjaq, Inc. and
United Artists Corporation.
All rights reserved.



The Alias screen captures show the sharpness of the 3-D stages. In the missile silo, you can see the sharp angle at which Bond can shoot.



Goldeneye, still in development at Rare, features more than a dozen settings from the movie, such as this archives building.



The missile compound in Siberia is a major stage of the game. The developers mapped out the area using blueprints from the film.

CRUIS'N USA™

NINTENDO64

NINTENDO AND WILLIAMS ENTERTAINMENT BRING THE WILDEST ROAD TRIP IN THE ARCADE HOME ON THE NINTENDO 64.

READY, SET, GO!

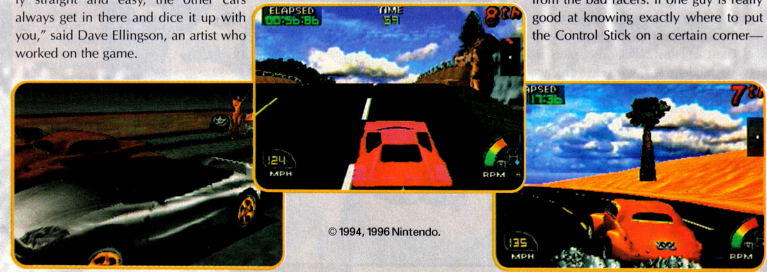
Slam the pedal to the metal and hang on for a wild ride across the highways and byways of America. Cruis'n USA, a joint project between Nintendo and Williams Entertainment, is hitting the road on the Nintendo 64. "N64 Cruis'n USA made a great translation from the original arcade classic," comments Michael Kelbaugh, Product Testing Manager at Nintendo of America. "The play control is awesome with the Control Stick, the graphics are even better on the N64 and the music kicks. If you liked it in the arcade, you'll love it on the N64. It just plain rocks!" Cruis'n USA is a 14-stage, coast-to-coast road race for one or two players. Gamers who don't have the time for an extended road trip can redline the tach on one of ten short courses. "Cruis'n has different challenges on every track. No matter which course you're on, even if it is fairly straight and easy, the other cars always get in there and dice it up with you," said Dave Ellingson, an artist who worked on the game.

Every nuance of the arcade software, right down to the hidden cars and livestock, are included in the N64 cartridge version. "This could be one of those rare situations in which the cartridge game looks and plays better than the original coin-op. It's like having the arcade machine jammed into a cart," said Joseph Bayne, a Nintendo Software Evaluator. Just like the arcade game, players can catch all the roadside scenery from three different driving perspectives. The famous American landmarks—San Francisco's Golden Gate Bridge, South Dakota's Mount Rushmore and the green rolling hills of Appalachia—are reproduced in the same texture-mapped splendor used in the arcade machines.

> **IF YOU LIKED IT IN THE ARCADE, YOU'LL LOVE IT ON THE N64. IT JUST PLAIN ROCKS!"**
>
> **—MICHAEL KELBAUGH, PRODUCT TESTING MANAGER, NINTENDO**

VIVE LA DIFFÉRENCE

The only difference between the coin-op program and the translation are the versatile options available on the N64 version's customizaion screen. N64 gamers have the freedom to select one of five difficulty levels and even remove street traffic or rival racers from the course. A flashing split time at every check point shows the lag time between the leader an other racers, while a split screen perspective allows two players to share the action simultaneously. The N64 Control Stick serves as the steering wheel in the game. "The Control Stick is going to differentiate the good racers from the bad racers. If one guy is really good at knowing exactly where to put the Control Stick on a certain corner—

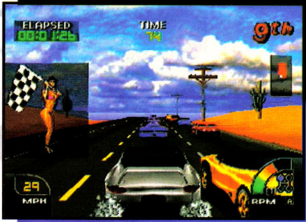


© 1994, 1996 Nintendo.

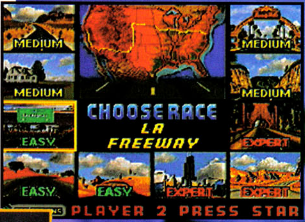
better than his buddy—he's gonna beat him on that corner," explained Steve Ranck, a programmer for Cruis'n. "You get the full range of motion of the steering wheel and you can set the steering to any angle you want."

Does the replication of Cruis'n USA on the N64 raise the expectations of quality in next generation video games? "The N64 is a powerful graphics machine," explained Ranck. "For the first time you can actually take an arcade experience home without reducing or having to scale down the program." It's only a matter of time before arcade aficionados realize that game systems that deliver anything less are roadkill.

> "THIS COULD BE ONE OF THOSE RARE SITUATIONS IN WHICH THE CARTRIDGE GAME LOOKS AND PLAYS BETTER THAN THE ORIGINAL COIN-OP. IT'S LIKE HAVING THE ARCADE MACHINE JAMMED INTO A CART."
>
> —JOSEPH BAYNE, NINTENDO SOFTWARE EVALUATOR


ELAPSED
00:01:26
TIME
74
9th
29
MPH
RPM

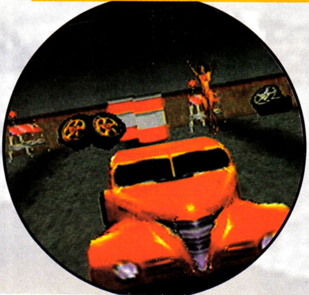
Ready, set, GO! All of the arcade game's treacherous turns and famous landmarks are included in the N64 version.


MEDIUM
MEDIUM
MEDIUM
MEDIUM
CHOOSE RACE
LA
FREEWAY
EASY
EXPERT
EASY
EASY
EXPERT
EXPERT
PLAYER 2 PRESS STAR

Race on one of ten short courses or go the distance on an extended 14-stage road race across the United States.

TIME
22
8th
138
MPH
RPM

The Control Stick on the N64 controller acts as the steering wheel, giving players precision in the tightest turns.



PILOTWINGS 64™

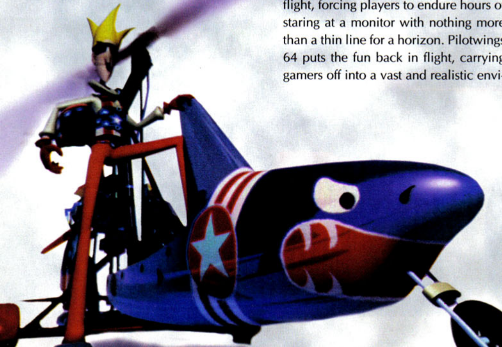
NINTENDO AND PARADIGM SIMULATION TAKE OFF WITH THE FIRST FLIGHT SIMULATION FOR THE NINTENDO 64.

ON A WING AND A DARE

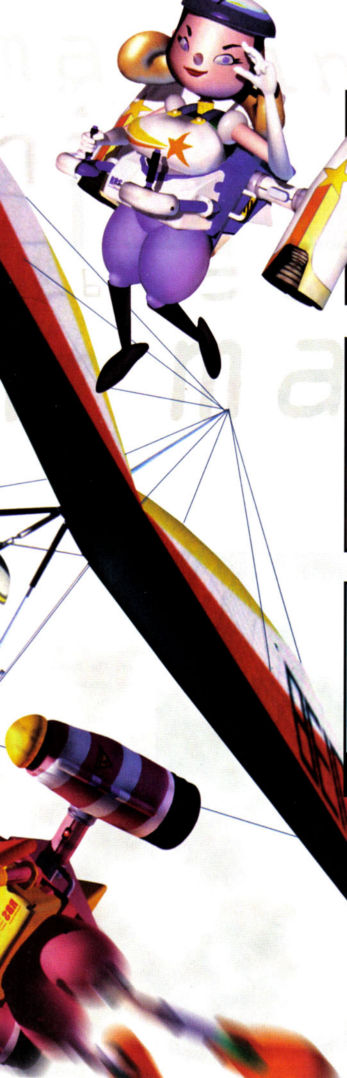
Soar into the wild blue yonder with the first flight simulation game for the Nintendo 64. Designed by a team of programmers from Paradigm Simulation, Inc. and Nintendo Company Ltd., Pilotwings 64 concentrates on the qualities of flying in a true, three-dimensional environment. Paradigm Simulation, Inc., NCL's partner on the project, specializes in flight simulation programs and has a reputation for producing some of the best military and commercial 3-D flight simulators in the world. In Pilotwings 64, you'll strap into the seat of an airy Gyrocopter, shoulder a thundering Rocket Pack, or dangle in silent solitude from a Hang Glider as you soar above terrain ranging from tropical jungles to frozen ice floes. "This game is designed to let gamers experience free flight in the 3-D world of the Nintendo 64," said Shigeru Miyamoto. The premise to Pilotwings 64 is similar to the original Pilotwings for the Super NES: players progress through a variety of assignments and stunts to earn points for their pilot license certification.

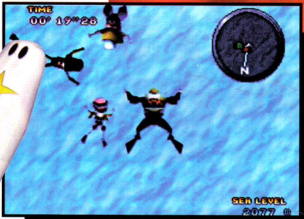
ZOOM WITH A VIEW

Many computer flight simulators focus on the mechanical aspects of flight, forcing players to endure hours of staring at a monitor with nothing more than a thin line for a horizon. Pilotwings 64 puts the fun back in flight, carrying gamers off into a vast and realistic environment that features a balanced blend of natural landscapes and aeronautical physics. Search for thermals above a patchwork of fields or swoop through the dark shadows beneath a freeway overpass. Land on top of the Seattle Space Needle or drop a wing and watch your shadow eclipse the white letters on the Hollywood sign. The game's vivid graphics, coupled with precision play control, leave players ducking and leaning in their seats. Even the tiniest details, from rolling coastline breakers to rising wisps of chimney smoke are authentically rendered. The abundance of scenery will keep players logging endless flight hours exploring their world.

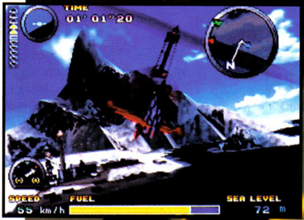


© 1996 Nintendo/Paradigm Simulation, Inc.

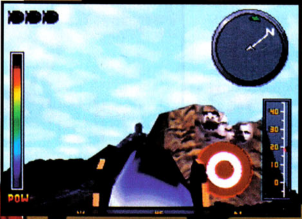



TIME
00' 19"28
N
SEA LEVEL
2077 m

A quartet of skydivers break off as they drop toward the cloud tops. Skydiving is just one of several "Extra Games" featured in Pilotwings 64.


TIME
01' 01"20
N
SPEED
55 km/h
FUEL
SEA LEVEL
72 m

Unlike other flight simulators that offer limited scenery and sparse landscapes, the views in Pilotwings 64 are frequently breathtaking.


N
POW
40
30
20
10
0

A modified Mount Rushmore looms off the starboard bow of a Gyrocopter making a pass at a target on 'Little States' Island.

> "THIS GAME IS DESIGNED TO LET GAMERS EXPERIENCE FREE FLIGHT IN THE 3-D WORLD OF NINTENDO 64."
>
> —SHIGERU MIYAMOTO

WAVE RACE 64™

NINTENDO64

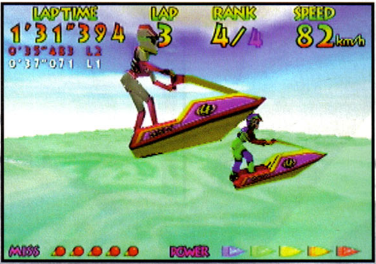
ALL RIGHT, RACE FANS, GET READY TO BE BLOWN OUT OF THE WATER!

SURF SHREDDIN'

Recreating the undulating motion and translucent look of water in an action game is incredibly difficult, as any programmer who has tried to do so will attest. If the early prototype of Wave Race is any indication, however, the Nintendo programmers are succeeding spectacularly. The gentle rocking of your craft at rest becomes a breathtaking skip as you accelerate in the straightaways, changing to a stomach-bouncing rebound as you whip around the marker buoys and blast over the jump ramps. The water is as much an opponent in this game as the other riders, and racing on water demands a very different strategy from racing on a road or track. Road racers wouldn't think twice about tailgating, but in Wave Race 64, crossing an opponent's wake will turn your mechanical mount into a bucking bronco. Talk about fluid dynamics!

There are only two controls in this game, throttle and steering, but even so, the play control is quite challenging.

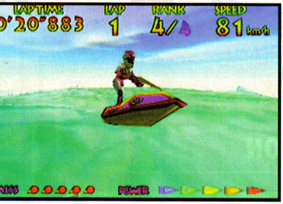
The speed boats seen in earlier versions of the game have been replaced by personal watercraft with lightning quick handling. A flick of the Control Stick is good enough for small course corrections, and pulling back and left or back and right sends your craft swooping into a turn. Lean too much, and you'll find yourself taking the plunge!

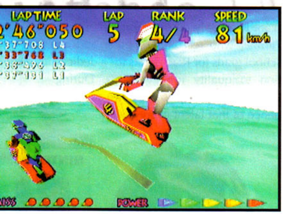


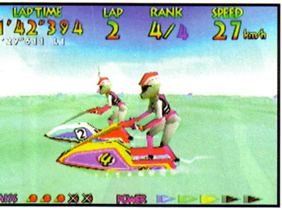
STRAP ON YOUR LIFE VEST

Though the game's premise is simple, Wave Race promises to be feature packed. The race courses will be set in large, open bodies of water, like lakes or oceans, rather than the closed courses mentioned previously. There will be three modes of play—tentatively Tour, Attack and Stunt—with multiple courses, machines and riders to choose from. The handy save option will let you record your best times for posterity and bragging rights. If you love the challenge of a live opponent, there will also be a two-player option with a top/bottom split-screen. Whether you're a racing fan or an extreme sports enthusiast, Wave Race will float to the top of your wish list!

WAVE RACE 64™


LAP TIME
0'20"883
LAP
1
RANK
4/4
SPEED
81 km/h
MISS
POWER

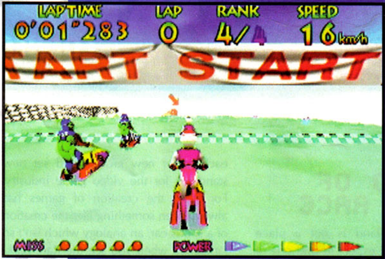

LAP TIME
2'46"050
LAP
5
RANK
4/4
SPEED
81 km/h
MISS
POWER


LAP TIME
1'42"394
LAP
2
RANK
4/4
SPEED
27 km/h
MISS
POWER

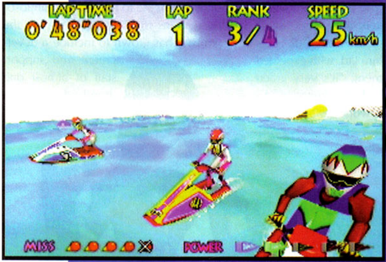
> "YOU DON'T TURN A CORNER, YOU BOUNCE INTO A CORNER. YOU REALLY DIG INTO THE WAVES!"
>
> DAN OWSEN, DEVELOPMENT MANAGER, NINTENDO

NINTENDO64

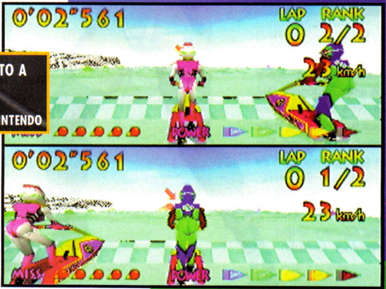
© 1996 Nintendo.


LAP TIME
0'01"283
LAP
0
RANK
4/4
SPEED
16 km/h
START START
MISS
POWER

Arrows show on which side you must pass the marker buoys. If you tally five misses in a race, you're disqualified.


LAP TIME
0'48"038
LAP
1
RANK
3/4
SPEED
25 km/h
MISS
POWER

It's not all going to be smooth sailing. Somewhere out there is a wave with your name on it!


0'02"561
LAP
0
RANK
2/2
23 km/h
POWER
0'02"561
LAP
0
RANK
1/2
23 km/h
MISS
POWER

Watch out for wakes. A rider doesn't have to hit you to send you higher than a flying fish!

RARE™ CONNECTION

RAREWARE
NINTENDO 64

a HEAD OF THE RACE

Twycross, England is not a place where you would expect to find one of the world's top video game development companies, but there amidst the sheep and hedgerows you'll also find SGI Challenge computers and Lotus sports cars. "It's a bit nicer than Liverpool," says Simon Farmer of Rare Ltd. with expected British understatement. "It's very green and quiet and I think that keeps everyone focused on the work."

These days, Rare has focused much of its programming and artistic talent on the creation of Nintendo 64 titles. Killer Instinct, Blast Corps and Goldeneye 007 will be Rare's first N64 offerings from Nintendo, which holds a minority stake in the British company. Chris and Tim Stamper started the software house more than a decade ago and, over the years, they have proven that they have the stuff to make hits. The Battletoads (NES), Donkey Kong Country (Super NES) and Killer Instinct (arcade) each broke new ground and set new standards for the video game industry. For Rare, the creation of games has always been something like the creation of a sports car, an analogy which isn't so farfetched when you see the Rare parking lot. Tim Stamper designs the sleek look of the car while his brother, Chris, builds an engine to match. That philosophy remains intact today, although the company has grown to include a development and support staff of almost one hundred and Tim and Chris no longer work intimately on every project. Simon Farmer, who recruits computer and art school grads for Rare, looks for a dedication to quality in new hires. During Power's recent trip to Rare, we saw evidence of that talent everywhere.

NINTENDO 64

KILLER GRAPHICS

One of the highlights of our trip was the discussion we had with Killer Instinct's creator, product manager Mark Betteridge. Mark was obviously excited by the prospects for the KI N64 game, in part due to a recent breakthrough achieved by the development team. That breakthrough allows the new 3-D backgrounds for Killer Instinct to be displayed at 60 frames per second, equaling the speed of the rendered character sprites used in the arcade games. Mark demonstrated the difference between 30 frames per second, which is common to most N64 games, and the speed of the new KI. The phrase "as solid-as-a-rock" comes to mind, because there is no shimmy or blur even when the camera moves quickly.

The biggest change for the N64 version of Killer Instinct will be the use of 3-D backgrounds and dramatic camera movements highlighting the effects of combo and special moves. "The camera can zoom in or shift its angle to highlight moves," Mark explained as he moved the camera perspective of the Alias-rendered background for TJ Combo's home arena to demonstrate how it will look on the Nintendo 64. "You can use subtle camera shifts to emphasize the drama of a move and the 3-D backgrounds. For instance, the camera could drop to a low angle and tilt upward to watch the fighter make a particular combo. On another combo, the camera could zoom in to capture the action." Mark also explained why they didn't create 3-D, polygon fighting characters in addition to the backgrounds. "Certain views may not play well, even though they might look cool. For instance, you don't want to block the view of one player during the action. The way we're doing it, you'll still get the dramatic views, but the 2-D game mechanics that players already understand won't be compromised." Another benefit of using a limited 3-D view is to maintain the sophisticated look of the rendered KI characters. Mark revealed that two or

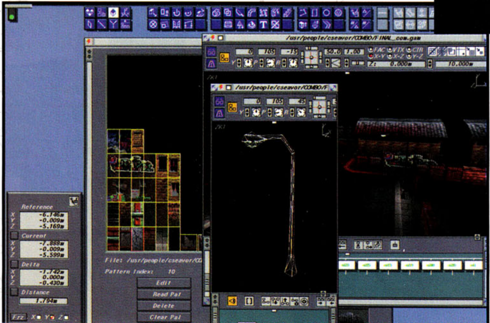
> "SUBTLE CAMERA SHIFTS...EMPHASIZE THE DRAMA OF A MOVE..."
>
> MARK BETTERIDGE, RARE

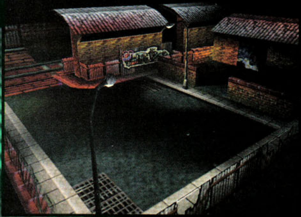
Mark Betteridge
N 64 KI

Duncan Botwood
Goldeneye 007

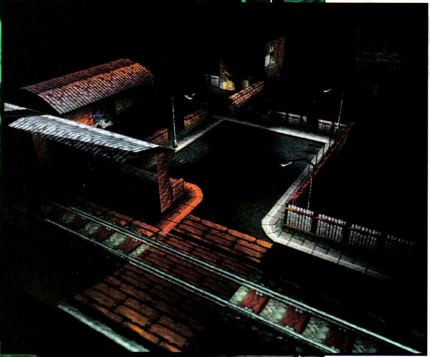
Graham Smith
Blast Corps

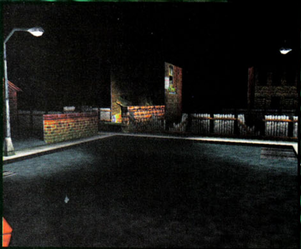
Martin Wakeley
Blast Corps


/usr/people/cseavor/COMBO/FINAL_com.gam
/usr/people/cseavor/COMBO/F
Reference
X -6.146m
Y -0.009m
Z -5.169m
Current
X -7.888m
Y -0.009m
Z -5.599m
Delta
X -1.742m
Y 0.000m
Z -0.430m
Distance
1.794m
Frz X Y Z
File: /usr/people/cseavor/CO
Pattern Index: 10
Edit
Read Pal
Delete
Clear Pal
FAC VTX CTR
X-Y X-Z Y-Z
Z: 0.000m
10.000m



The camera view moves freely throughout the new 3-D backgrounds for KI. Lighting effects enhance the drama in these scenes taken directly from the Alais development environment.

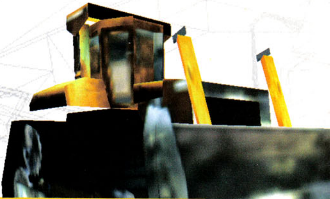




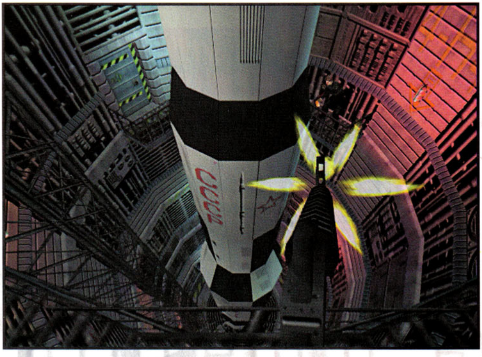
three new characters will be included in the game and that most of the characters used in KI 2 will return. "We get a lot of feedback from arcade players on which characters are the most popular," said Mark. "In most cases, that's what guides our decision to include or exclude a character."

NATURAL BORN KILLER

Killer Instinct for the Nintendo 64 will be more than a perfect arcade translation. "The goal has always been to make it even better than the arcade game," Mark pointed out. "In each KI, we've made improvements and that will be true of the game mechanics in this version, as well." The new fighting engine used in KI 2, however, will be the basis of the game, including such innovations as Super Moves and parrying. "The most important thing is to balance the play so that both pros and novices get something out of it," Mark continued. "KI does that with the idea of combos. You have all these moves that you can string together to get something even more incredible, but you can also just hit and block."



> "THE MOST IMPORTANT THING IS TO BALANCE THE PLAY, SO THAT BOTH PROS AND NOVICES GET SOMETHING OUT OF IT."
>
> MARK BETTERIDGE, RARE



This eight megabyte Killer will also include stereo music, vocals and sound effects, blending four digital samples at a time. The richness of the music will be matched by the graphics since there is no loss of colors on the N64. The game's speed will also match the lightning quick play of the arcade game. Mark and his team are looking at ways to include handicaps and saves in the one-player mode. Some parts of the game are still in the think tank, Mark admitted. For example, they haven't quite decided how best to take advantage of the N64 controller. They also have yet to decide which of the characters will be in the game, including the new characters. We do know that Fulgore and TJ Combo will be included, since we've seen the backgrounds for those two characters.

> **"I HAD TO DIE 20 DIFFERENT WAYS..."**
> **DUNCAN BOTWOOD, RARE**

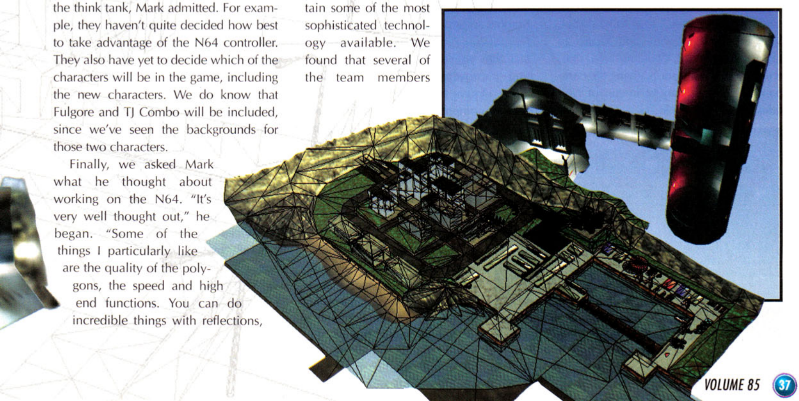
Finally, we asked Mark what he thought about working on the N64. "It's very well thought out," he began. "Some of the things I particularly like are the quality of the polygons, the speed and high end functions. You can do incredible things with reflections, for instance." Players will see many of those functions reflected in the new Killer Instinct.

EQUALLY RARE

Power's visit to Rare also included stops with the teams working on Blast Corps and Goldeneye 007. We found the same mix of enthusiasm and talent in both groups. The Blast Corps team works under the eaves of the converted farm house, which is the central building at Rare. The red brick building dates back about 300 years, but the Onyx and Indigo SGI computers found beneath its roof contain some of the most sophisticated technology available. We found that several of the team members were rookies in the world of video games, having been hired straight out of school, but veteran designer Martin Wakeley and programmer, Richard Wilson, admitted that the rookies were showing them a thing or two. "I actually started out as a video game artist," Martin told us, "but when I look at the things these guys are doing, it amazes me." Some of the most amazing graphics are the animations of explosions, which actually look better on the N64 than on an SGI workstation.

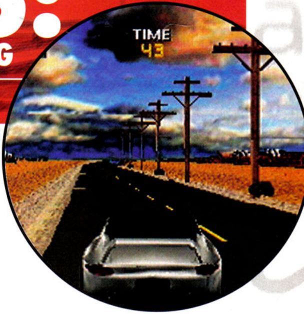
We also discovered hidden talents in the Goldeneye 007 team. Prior to our arrival at Rare, the team had gathered new motion capture data in the studio. Since they didn't have Pierce Brosnan handy to make the moves, they conscripted game designer Duncan Botwood. "I had to die 20 different ways," Duncan admitted with a smile. "It's a lot harder to die than you might think."

Of one thing we can be certain. Rare's Nintendo 64 (and other) video games won't die for lack of creativity and quality. It goes to the heart of what Nintendo and Rare have always tried to achieve, which is to give players the most fun in the most advanced games. It's truly a rare partnership.



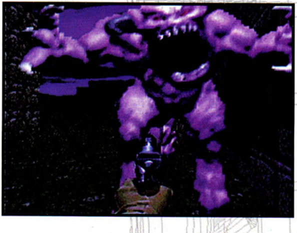
WILLIAMS:®

ARCADE KING



TOP FUN

Not far from the coastal desert where Top Gun pilots once trained, Williams Entertainment now generates some of the top fun in America. Recently, Nintendo Power stopped by to check on three Williams Nintendo 64 projects: Doom 64, Cruis'n USA for Nintendo and Mortal Kombat Trilogy. All three titles look incredible, which isn't surprising when you figure that Williams has both the talent and equipment to take advantage of the Nintendo 64. In its new facility north of San Diego, Williams has custom built development pods (clusters of offices and open, group areas), its own blue-screen motion-capture studio, perhaps the finest sound studio of any game developer in the country and a really crowded parking lot. "We still have some room to grow," said Mike Abbot, Vice President Software and Music. In fact, several more Williams N64 titles will be announced soon, giving the company the second largest lineup of N64 titles behind Nintendo.



BY THEIR SPEEDS SHALL WE JUDGE THEM

Living up to the Williams arcade tradition of such games as NBA Jam and Mortal Kombat may seem like a tall order. "In the arcade industry, content is king and Williams truly has the best content across the board," Mike Rubinelli, Vice President Third Party Development, at Williams Entertainment told us. "It's exciting to be associated with the top developers at Williams in Chicago like Eugene Jarvis, Ed Boone, Mark Turmell, John Tobias, Sal Divita, George Pitro and Joe Linhoff. All of these guys have become legends in the industry." The three initial N64 games live up to that lofty legacy. In Cruis'n USA and Mortal Kombat Trilogy, players will find brilliant reproductions of the arcade classics. In fact, they won't have to look too hard to find improvements over the original titles. Doom takes perhaps the most popular computer game ever and simply blows it out of the water with N64 power graphics and speed. Mike Abbot recited the company creed which, apparently, comes from Neil Nicastro, President and CEO of Williams Industries in Chicago: "There's one rule. Blow out the hardware." That's a directive to all Williams developers that they should take their projects to the limits of the platform. In the case of the N64, the Cruis'n team blazed the trail. Team member Detmar Peterke told us that they built specialized tools for N64 development that were then shared with their colleagues. "Since the other games have been in development," he added, "we've seen innovations coming from every group."

AN IMMORTAL TRILOGY

MK Trilogy turns out to be one of the biggest surprise entries in the growing N64 library. After a mere three and half months of development, the MKT team has created a playable, arcade perfect (and then some) game using characters from every Mortal Kombat game to date, plus two or three new characters. The selection screen features 26 kombatants from which to choose and 27 backgrounds. If that isn't enough variety for MK fans, they'll also have tons of new Kombat Kodes, the option to fight using boss characters, four towers of challenge and new moves including fatalities and babalities. It leaves you breathless just thinking about it. Borrowing from MK2, MK3 and Ultimate MK3, players will find one, two, and four fighter modes. Ed Boone and John Tobias, the creators of

MK at Williams Industries, passed on their art, game engine and ideas to the California team. "The translation is as arcade perfect as it can be," says Mark Guidarelli, who along with a tiny team of four other developers has accomplished what no one else in the world has done, which is to make a playable N64 game in just three months. "We enhanced the graphics in lots of subtle ways," Mark added. "We used more animation in the backgrounds and used transparency effects to add more realism to moves." He pointed out how trailing images seemed ghost-like and realistic, not the blocky trail of characters seen in other MK versions.

> **"IN THE ARCADE INDUSTRY, CONTENT IS KING AND WILLIAMS HAS THE BEST CONTENT..."**
> **MIKE RUBINELLI, WILLIAMS ENTERTAINMENT"**

MKT certainly looks great, but some players may be asking how the game scores over earlier MKs. According to David Schwartz, who programmed much of MKT, "it's the definitive 2-D fighting game. If you're an MK fan, you'll have to have it, because it includes everything." For fans who are worried that three dimensions will obliterate classic 2-D game play, worry no more. MKT shows that there is a place for two-dimensions in this brave N64 world.

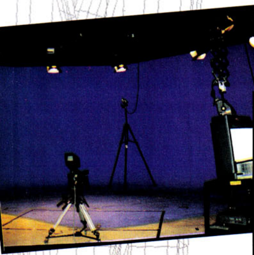
KOMBAT 3
THERE ARE MANY ... DIE. ... MAKE

The Mortal Kombat Trilogy development team has created a perfect plus version of Ultimate MK3 with extra stuff, making MKT unique.

The development team of Doom 64 surrounds their handsome mascot.

Orpheus Hanley creates music and sound effects.

The Cruis'n USA team got plenty of practice time on the arcade version in their pod and in the lunch room.



Mike Abbot shows off the state-of-the-art motion capture studio in William's new development facility near San Diego.

THE NEXT WAVE

OKAY, NOW YOU'VE BEEN WOW-ED BY OUR FEATURED GAMES, BUT THEY ARE BY NO MEANS THE ONLY PROJECTS IN THE WORKS. WE HAVE THE EXCLUSIVE, INSIDE LINE ON OTHER GAMES ON THE WAY.

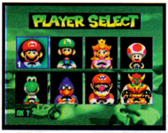
As great as the games we've already covered in this special update are, they're just the beginning of a N64 lineup that is guaranteed to make any gamer drool. From action to adventure to sports, the N64 serves up a wide variety of play experiences, all of them extraordinary. Take a look at what's to come.

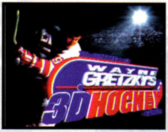
ADVENTURE AND THEN SOME

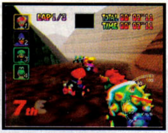
Ocean is well on the way with Mission: Impossible, which is based on the big-screen thriller starring Tom Cruise. And speaking of adventure, possibly the most eagerly awaited sequel of all time, The Legend of Zelda 64, is in development at Nintendo. Mario has a big-news sequel on the way, too: Super Mario RPG 64. He's definitely a plumber on overtime! Finally, add Robotech Academy, a simulation from Gametek, and two more Nintendo titles, Tetrisphere, a puzzler, and Creator, a creativity Pak, to the list.

SPORTS

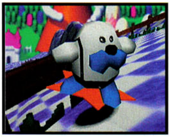
The N64 boasts an all-star sports lineup, with heavyweights such as Electronic Arts and Williams Entertainment signing on to the development team. EA's first N64 game will be FIFA International Soccer, and Williams has NBA Hang Time almost ready for prime time. Nintendo's own Ken Griffey Jr. Baseball is capitalizing on the N64 reality system to create the most fluid human movement ever to hit a game screen. Super Mario Kart R is also on the way from Nintendo. Wait until you see what the N64 3-D environment and the Control Stick do for Kart racing! Rounding out the sports lineup are Monster Dunk, a wacky basketball game from Mindscape, and Wayne Gretzky's 3D Hockey from Williams.

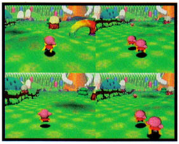






> **"THE NINTENDO 64 IS THE ULTIMATE FUN MACHINE BECAUSE YOU HAVE THE MOST TECHNICALLY ADVANCED CONSOLE, THE MOST ORIGINAL GAMES, AND A HIGH-LEVEL DEVELOPMENT ENVIRONMENT ALL IN ONE SMALL PACKAGE. THE RESULT IS FAST, FUN, 3-D REAL-TIME ADVENTURES FOR THE LOWEST PRICE ON THE MARKET."**
>
> **DIEGO ANGEL, CHIEF EXECUTIVE OFFICER, ANGEL STUDIOS, INC.**



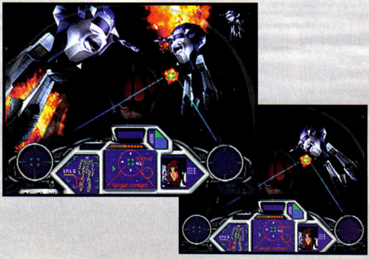


ACTION

If it's action you're after, look no further. From Nintendo and Angel Studios comes Buggie Boogie, which puts you in control of a custom buggie that you can adapt to fit your needs. Kirby's Air Ride, also from Nintendo but developed by HAL, features Kirby in a multi-player, 3-D environment. And Star Fox 64 puts Fox McCloud back in the cockpit for an N64 sequel that promises to be the class of next generation space fighters. In licensee action, Acclaim has been hard at work on Turok: Dinosaur Hunter. The early samples we've seen show exquisite, misty and mystic scenes that set a dramatic stage. Another action entry, Freak Boy, is coming from Virgin Games.

FIGHTING

Fighting will take on a whole new dimension when Killer Instinct 64 joins the fray, and, as we noted earlier, all of Williams' famed fighters from previous games, along with a few new bruisers, will be returning to the arena in Mortal Kombat Trilogy. War Gods, another fighter, is also coming from Williams.



AND MORE

This rundown may bring you up to date for the moment, but new N64 games are being announced all the time, and scores of games have already been developed that haven't yet been submitted to Nintendo for approval. They'll just keep coming, too. Because it's the games—great games—that count. And we've got 'em! The fun starts here—and there's no end in sight!

CLASSIFIED INFORMATION

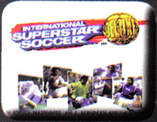
0428 6211 4842 0680

MEMBER IDENTIFICATION #

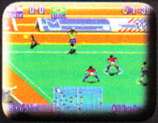
INTERNATIONAL SUPERSTAR SOCCER DELUXE

Team Mascot

Here's a fun code that we just stumbled across recently. On the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, B and A on Controller II. If you enter the code correctly, a four-legged friend will join you on the field. He'll run after the ball, but he won't actually interfere with play.



You'll hear a dog bark if you enter the code correctly.



Your new mascot will also hold yellow cards for the refs.

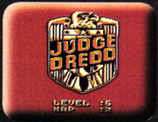
JUDGE DREDD

Stage Select

If you need some help cleaning up Mega-City One, just press A, Left, Right, Left, Right and B on the title screen. Press Start to access the stage select screen.

JUDGE DREDD
START GAME
PASSWORD

You'll hear a tone if you enter the code correctly.

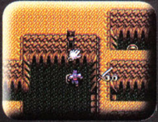


Use the control pad to select a stage, then press Start to begin your game.

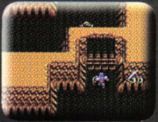
Brandish

Free Warp Spell

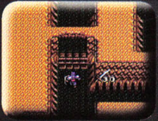
Magic spells are expensive in Bavalya, but you can get the Warp spell without shelling out a single gold piece. The directions below will lead you to it. The letters indicate the direction you should go in (for example, "N" means North) and the numbers indicate the number of steps to take.



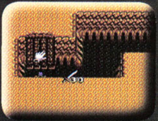
From the game's start point, go N4 and flip the door switch.



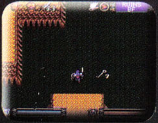
Enter the door, turn east and go through the next door.



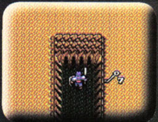
Go E2, N1, E3, S2, E2, S5, E1 and S2. Face west and flip the door switch.



Enter the door and go W2 and S3. Enter the door and go S2, W3 and N1.



Jump to the north. You should land in a big room. Walk all the way west, north and east.

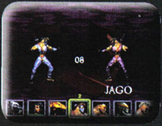


If you land in a small passage, you're in the wrong spot. Climb the stairs and begin again.

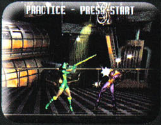
KILLER INSTINCT

Select Opponent In Practice Mode

Tired of taking on Fulgore in the Practice mode? If you want a different fighter for your punching bag, first select the Practice mode with Controller II. Choose a fighter, then press Start twice to return to the title screen. Now select Practice mode with Controller I and start a practice session as you normally would. Presto!



Who do I want to face in the arena today? Jago, perhaps?



I was getting tired of looking at Fulgore's ugly mug!

NBA LIVE 96

Rookies And Strange People

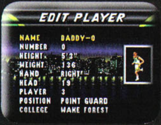
As it turns out, there are a lot more secret players in NBA Live '96 than we were originally led to believe. This time around, we've got some great rookies and a few odd players, too. To add any of these people to any team, select the Edit Players option from the Roster Setup menu. Highlight a player and enter any name from the list below. The player's stats will change to match those of the person you've named. If a name includes a first initial, make sure that there's one space between the period and the last name.

ALLEN
BANKS
B. BARRY
BEST
BOYCE
C. CARR
CHILDRESS
DECLERCQ
EDNEY
FINLEY

GRIFFITH
HENDERSON
HOIBERG
ILGAUSKAS
F. KING
J. KING
LEWIS
MARTIN
MCDONALD
MCDYESS

MEYER
O'BANNON
PELLE
A. REID
RENCHER
ROE
SMITH
STACKHOUSE
STOUDAMIRE
TARLAC
K. THOMAS
TRENT
VAUGHN
WILLIAMS
WILLIAMSON
ZIDEK

IVAN A.
CHOW
DADDY-O
AIR DYCK
ENZO
ICE
ALLAN J.
GARY L.
TED M.
MCKIBBIN
DANIEL NG
NORVELL
RAMMER
SAB
THURSTY
TRAZ



EDIT PLAYER

NAME DADDY-0
NUMBER 0
HEIGHT 5'3"
WEIGHT 136
HAND RIGHT
HEAD 19
PLAYER 3
POSITION POINT GUARD
COLLEGE WAKE FOREST

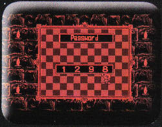
Trade specific players or create a whole new team roster.

Pit your custom team against the NBA's best!

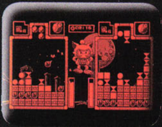
PANIC BOMBER

Special Password

This password gives you access to a special "boss only" game. You'll battle the major foes from all four stages in turn without having to deal with their pesky underlings. All other game elements, including bombs and the various skull items, remain the same.



Enter 1, 2, 9 and 8 as your password.

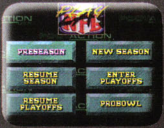


Even at the lowest difficulty level, these guys are nasty!

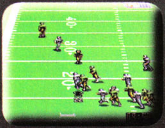
QUARTERBACK CLUB

Special Teams

We previously printed codes that give you access to pairs of special teams, but this code will give you access to all six teams at once. On the main menu, press X, Left, X, Left, B, A, B, Y, Down and A. Select the NFL Play and Preseason options. Now you'll be able to pick from all the standard and special teams, including the Jaguar and Panther expansion teams, and the the All-Pro, Acclaim and Iguana squads.



This code works in the Preseason mode only.

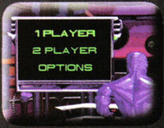


Can a bunch of programmers prevail against the pros?

RISE OF THE ROBOTS

Invincibility Code

If the Supervisor is getting you down, use this code to upgrade your robot's chassis in a big way. On the player select screen (where you choose the number of players), press Down, B, Up, B, Down, Left, Right and B. There won't be any immediate audio or visual indication that the code has been activated, but you'll find out whether or not you're invincible as soon as you start a battle!



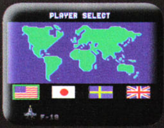
Enter the code two or three times, just to be sure.

You'll be able to play with your food before you eat it!

HERO FIGHTERS

Endurance Game

This code activates a special game that pits you against all of the major foes of the game in a timed endurance round. On the player select screen, press and hold the R Button, and then press A, Left, Y, Right, X, Down, B and Up on Controller II. You'll fly through an abbreviated version of each boss's stage. There will be power-ups available, and you'll be able to continue if you lose your plane.



Enter the code, choose a plane and press Start.

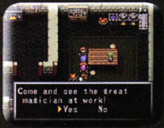
2P GAME OVER
00"30"69

Try to defeat your foes and the timer!

BREATH of FIRE

Chun Li's Lightning Kick Demo

It seems that after her various Street Fighter adventures, Chun Li decided to retire to the town of Bleak, but she hasn't let her martial skills erode away. If you'd like to see her, visit Bleak at night. Talk to the magician who tells you to put money on the table. Put money on the table, answer "No" to his first two questions then answer "Yes" to the third. Chun Li will demonstrate her patented Lightning Kick!



Come and see the great magician at work!
▶Yes No

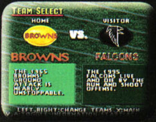
Take the magician up on his suggestions.

Chun Li is as powerful and skillful as ever!

CLASSIFIED INFORMATION

Classic Teams

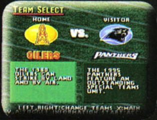
These codes give you access to winning AFC teams of the past. Select the Play Now option. Highlight a team then enter the appropriate code to get its vintage counterpart. If the code is entered correctly, the team logo will turn gold. We'll highlight famous NFC teams in a future issue!


TEAM SELECT
HOME
VISITOR
BROWNS
VS.
BROWNS
FALCONS
LEFT,RIGHT:CHANGE TEAMS X:MAIN

THE 1965 BROWNS' GROUND ATTACK IS NEARLY UNSTOPPABLE.

THE 1995 FALCONS LIVE AND DIE BY THE RUN AND SHOOT OFFENSE.

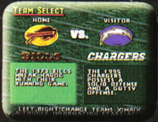
1965 BROWNS: Press A, L, L, R and B.


TEAM SELECT
HOME
VISITOR
VS.
OILERS
PANTHERS
LEFT,RIGHT:CHANGE TEAMS X:MAIN

THE 1980 OILERS CAN STRIKE BY LAND AND BY AIR.

THE 1995 PANTHERS FEATURE AN OUTSTANDING SPECIAL TEAMS UNIT.

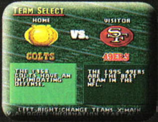
1980 OILERS: Press A, R, A, B, Y and A.


TEAM SELECT
HOME
VISITOR
VS.
BILLS
CHARGERS
LEFT,RIGHT:CHANGE TEAMS X:MAIN

THE 1973 BILLS WREAK HAVOC WITH THEIR RUNNING GAME.

THE 1995 CHARGERS POSSESS A SOLID DEFENSE AND A GUTSY OFFENSE.

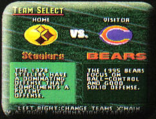
1973 BILLS: Press A, L, A, B and Y.


TEAM SELECT
HOME
VISITOR
VS.
COLTS
49ERS
LEFT,RIGHT:CHANGE TEAMS X:MAIN

THE 1968 COLTS HAVE AN INTIMIDATING DEFENSE.

THE 1995 49ERS ARE THE BEST TEAM IN THE NFL.

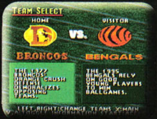
1968 COLTS: Press B, A, L, B, A, L and L.


TEAM SELECT
HOME
VISITOR
VS.
Steelers
BEARS
LEFT,RIGHT:CHANGE TEAMS X:MAIN

THE 1978 STEELERS HAVE A DOMINATING DEFENSE THAT COMPLIMENTS A POTENT OFFENSE.

THE 1995 BEARS FOCUS ON BALL-CONTROL AND GOOD SOLID DEFENSE.

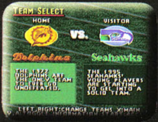
1978 STEELERS: Press L, A, Y, B and R.


TEAM SELECT
HOME
VISITOR
VS.
BRONCOS
BENGALS
LEFT,RIGHT:CHANGE TEAMS X:MAIN

THE 1977 BRONCOS' ORANGE CRUSH DEFENSE DEMORALIZES OPPOSING TEAMS.

THE 1995 BENGALS RELY ON GOOD YOUNG PLAYERS TO WIN BALLGAMES.

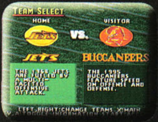
1977 BRONCOS: Press B, R, A and Y.


TEAM SELECT
HOME
VISITOR
VS.
Dolphins
Seahawks
LEFT,RIGHT:CHANGE TEAMS X:MAIN

THE 1972 DOLPHINS ARE THE ONLY TEAM TO EVER GO UNDEFEATED.

THE 1995 SEAHAWKS' YOUNG PLAYERS ARE STARTING TO GEL INTO A SOLID TEAM.

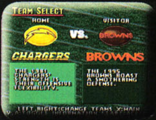
1972 DOLPHINS: Press L, R, B, B and B.


TEAM SELECT
HOME
VISITOR
JETS
VS.
JETS
BUCCANEERS
LEFT,RIGHT:CHANGE TEAMS X:MAIN

THE 1968 JETS ARE FUELED BY A MULTI-FACETED OFFENSIVE ATTACK.

THE 1995 BUCCANEERS FEATURE SPEED ON OFFENSE AND DEFENSE.

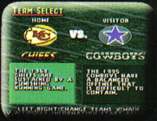
1968 JETS: Press A, R, R, A and Y.


TEAM SELECT
HOME
VISITOR
VS.
BROWNS
CHARGERS
BROWNS
LEFT,RIGHT:CHANGE TEAMS X:MAIN

THE 1981 CHARGERS' STRENGTH IS THEIR OFFENSIVE FLEXIBILITY.

THE 1995 BROWNS BOAST A SMOTHERING DEFENSE.

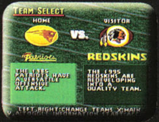
1981 CHARGERS: Press A, Y, R, B, A, L and L.


TEAM SELECT
HOME
VISITOR
VS.
CHIEFS
COWBOYS
LEFT,RIGHT:CHANGE TEAMS X:MAIN

THE 1969 CHIEFS ARE SUSTAINED BY A PUNISHING RUNNING GAME.

THE 1995 COWBOYS HAVE A BALANCED OFFENSE THAT IS DIFFICULT TO CONTAIN.

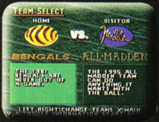
1969 CHIEFS: Press B, L, L, Y, R, A and Y.


TEAM SELECT
HOME
VISITOR
VS.
Patriots
REDSKINS
LEFT,RIGHT:CHANGE TEAMS X:MAIN

THE 1985 PATRIOTS HAVE A VERSATILE OFFENSIVE ATTACK.

THE 1995 REDSKINS ARE REDEVELOPING INTO A QUALITY TEAM.

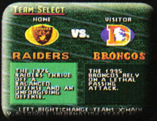
1985 PATRIOTS: Press R, A, Y, B, A, R and Y.


TEAM SELECT
HOME
VISITOR
VS.
Madden
BENGALS
ALL-MADDEN
LEFT,RIGHT:CHANGE TEAMS X:MAIN

THE 1981 BENGALS ARE NEVER OUT OF A GAME.

THE 1995 ALL MADDEN TEAM CAN DO ANYTHING IT WANTS WITH THE BALL.

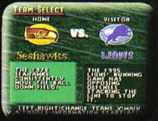
1981 BENGALS: Press R, A, L, L and Y.


TEAM SELECT
HOME
VISITOR
VS.
RAIDERS
BRONCOS
LEFT,RIGHT:CHANGE TEAMS X:MAIN

THE 1976 RAIDERS THRIVE OFF A BALANCED OFFENSE AND AN UNFORGIVING DEFENSE.

THE 1995 BRONCOS RELY ON A LETHAL PASSING ATTACK.

1976 RAIDERS: Press B, Y, B, Y, L and A.


TEAM SELECT
HOME
VISITOR
VS.
Seahawks
LIONS
LEFT,RIGHT:CHANGE TEAMS X:MAIN

THE 1978 SEAHAWKS CONSISTENTLY MOVE THE BALL DOWN FIELD.

THE 1995 LIONS' RUNNING GAME HAS OPPOSING DEFENSES STACKING THE LINE TO STOP IT.

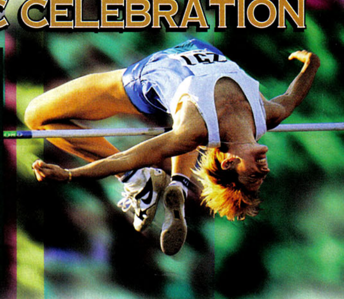
1978 SEAHAWKS: Press A, L, A and R.

Experts, shmexperts! If you've got an awesome tip or a killer code, send it in! We'll print your stuff alongside the pros' codes. So what are you waiting for? Warm up your brain pans, crack your knuckles and press those buttons!

Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

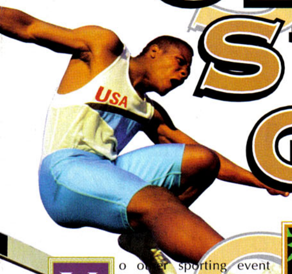
Nintendo Power gears up for the Olympics this month, highlighting two Super NES titles that will let you compete in the games in your own home. Get in training with Olympic Summer Games, from T·HQ, and Izzy's Quest for the Olympic Rings, from U. S. Gold.

Atlanta 1996®



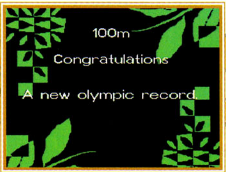
OLYMPIC SUMMER GAMES™

Officially licensed product of the Atlanta Committee for the Olympic Games Inc. Black Pearl Software is a trademark of T•HQ Inc. ©1996 T•HQ Inc.



GO FOR THE GOLD

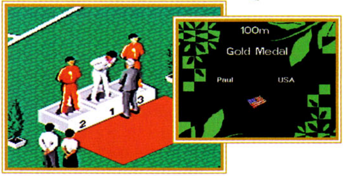
No other sporting event holds the magic of the Olympic Games. The tension. The drama. The glory. Every four years, people gather around televisions worldwide to witness history in the making as the best athletes on earth compete for the gold. And this summer, crowds will gather in Atlanta for the 100th anniversary of the games. Of course, if you wanted to participate in this summer's games, you'd be heavily into your training program by now. Six hours a day, seven days a week. And you'd be competing in the trials to win a spot on the Olympic team in the trials. Let's face it: If you haven't started yet, it's too late. But that doesn't mean that you can't compete. The next best way to participate is to put on your best track shoes and sprint over to the store to get a copy of T•HQ's Olympic Summer Games. It includes ten classic events, ranging from hurdles to pole vaulting to skeet shooting, each offering an authentic and grueling challenge. Talk about your shortcuts to glory! But don't expect to medal just because you enter. To garner the gold, you'll have to practice. To beat the best in Olympic Summer Games, you'll need nimble thumbs and good timing. So get your game, get in training, and go for the gold.



100m

Congratulations

A new olympic record.



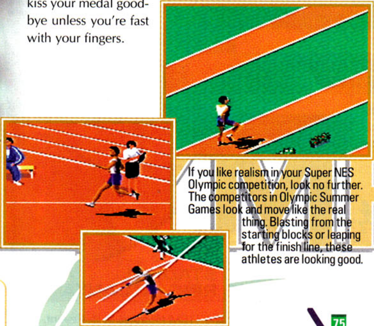
100m

Gold Medal

Paul USA

WINNING FORM

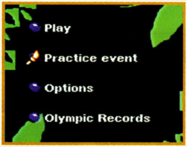
In Olympic Summer Games, you're an athlete, not an armchair coach. That means that you're going to have to train. Training for the Super NES games means toning up those fingers and thumbs so you'll be able to tap the A and B Buttons quickly enough to put your athlete on the winner's podium. Tapping A and B controls your speed in the running events, so you can kiss your medal goodbye unless you're fast with your fingers.



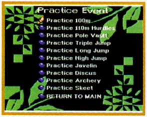
If you like realism in your Super NES Olympic competition, look no further. The competitors in Olympic Summer Games look and move like the real thing. Blasting from the starting blocks or leaping for the finish line, these athletes are looking good.

PRACTICE

Because the play control is challenging, you'll want to practice each of the events before the Games begin. Fortunately, you can master the control before performing on an international Olympic stage. After all, it would be embarrassing to fall flat on your face with the entire world watching. To practice events, select the Practice option on the opening screen. Choose the event you want to work on and press the Start Button. Whether you're shooting skeets or hurling javelins, the Practice mode lets you hone your skills before the competition begins.

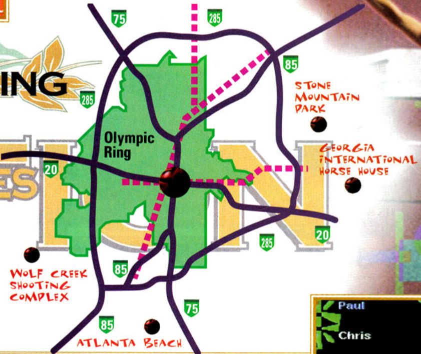

Play
Practice event
Options
Olympic Records

To access the practice field, select Practice Event. Just remember that winning a practice race or earning a perfect score on the practice field will not help your standing. You'll have to recreate those performances in the real competition.


Practice Event
Practice 100m
Practice 110m Hurdles
Practice Pole Vault
Practice Triple Jump
Practice Long Jump
Practice High Jump
Practice Javelin
Practice Discus
Practice Archery
Practice Skeet
RETURN TO MAIN

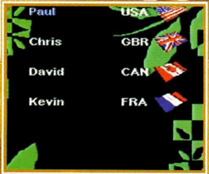
THE OLYMPIC RING

Most of the events for this summer's Games will take place within a circular region in the Atlanta area that organizers are calling the Olympic Ring. Olympic Stadium, in the heart of Atlanta, will be the site for the track and field events. MARTA, Atlanta's rapid transit system, will be the transportation of choice for reaching most venues. Transit routes are shown in magenta on the map.


75
285
85
STONE MOUNTAIN PARK
285
Olympic Ring
GEORGIA INTERNATIONAL HORSE HOUSE
20
285
20
WOLF CREEK SHOOTING COMPLEX
85
75
85
ATLANTA BEACH

MEET THE MODERN GLADIATORS

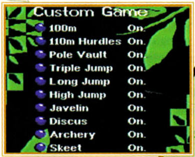
Today's Modern Olympic Games include everything from basketball to synchronized swimming. Even with all of the new events, track and field remain the heart and soul of the Games. In this article, we'll introduce a couple of top prospects for the U.S. track and field team. They'll tell you what it takes to become an Olympic athlete, and they'll talk about their strategies for competing with the rest of the world in some of the most hotly-contested events.


Paul USA
Chris GBR
David CAN
Kevin FRA

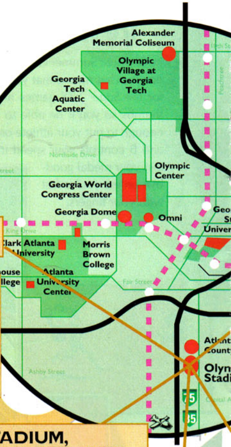
Players can represent the United States, Great Britain, Canada, or France in Olympic Summer Games. Once the Games begin, the game includes athletes from many more countries.

THE EVENTS

Pick your specialty! In creating Olympic Summer Games, Black Pearl has included the top track and field events along with archery and skeet shooting. You can become an all-around athlete and excel in every event, or concentrate your training on a couple of events and challenge your friends to try to beat your best efforts. Either way, competing in the Games on your Super NES is a great way to take part in this summer's biggest sporting spectacle. Perhaps you can set some records of your own—electronically.

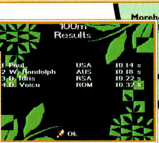


```
Custom Game
100m          On.
110m Hurdles  On.
Pole Vault    On.
Triple Jump   On.
Long Jump     On.
High Jump     On.
Javelin       On.
Discus        On.
Archery       On.
Skeet         On.
```

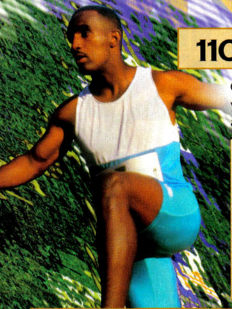

Alexander Memorial Coliseum
Olympic Village at Georgia Tech
Georgia Tech Aquatic Center
10th St
Peachtree
Northside Drive
Street
Olympic Center
Georgia World Congress Center
Georgia Dome
Omni
King Drive
Morris Brown College
Atlanta University Center
Fair Street
Ashby Street
75
85

100M DASH
OLYMPIC STADIUM, OLYMPIC RING, ATLANTA

The 100M Dash is the classic. You'll have to be fast with your thumbs to cross the line first, but don't be too fast—if you jump to a false start, you'll be disqualified. The faster you press A and B, the faster you run. If it's a neck-and-neck race, you can lunge for the finish line by pressing Up on the Control Pad.

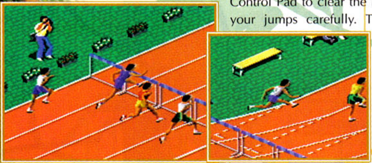


```
100m
Results

1. Paul          USA   10.14 s
2. W. Randolph   AUS   10.18 s
3. B. Idris      RSA   10.22 s
4. D. Voicu      ROM   10.32 s

Ok.
```



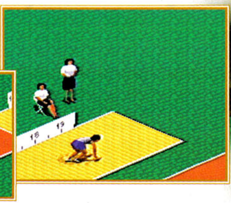
110M HURDLES
OLYMPIC STADIUM, OLYMPIC RING, ATLANTA

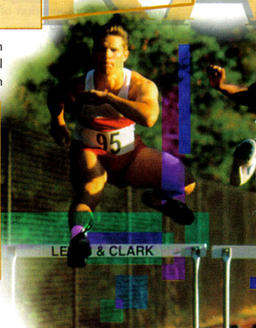
Once you have the sprinting technique down, move on to the 110M Hurdles. In this event, you'll not only have to sprint, but you'll also have use split-second timing to clear hurdles, as well. To win, you'll have to pound your A and B Buttons to run and press Up on the Control Pad to clear the hurdles. Be sure to time your jumps carefully. The hurdles are evenly spaced, so establishing a rhythm for jumping will trim your time and put you ahead of the pack.



TRIPLE JUMP
OLYMPIC STADIUM, OLYMPIC RING, ATLANTA

The Triple Jump isn't easy to coordinate—it'll take some practice. Build momentum as you run along a narrow track. Hit the A and B Buttons quickly to build up speed. Press Up on the Control Pad as your runner reaches the chalk line marking the first takeoff point. As soon as you touch down, press Up on the Control Pad again. Press Up once more when you land the second time. Your third and final landing will be measured in the sand pit.



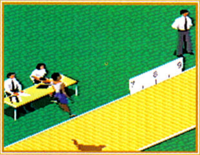


OLYMPIC STADIUM

The new state-of-the-art Olympic Stadium in Atlanta is the talk of the town—and the athletic world. Just across the street from Atlanta Fulton County Stadium, home of the world champion Atlanta Braves, this new facility will be the site of the track and field events. It will house the Olympic flame during the 17 days of the Games, and it will become the Braves permanent home when the Games are over. Organizers of the Games expect Olympic Stadium to attract the biggest crowds of all the venues.

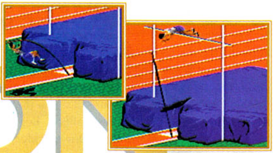
Piedmont Avenue
North Avenue
International Boulevard
Martin Luther King Center
Auburn Avenue
Olympic Experience
Underground Atlanta
Memorial Drive
20
Fulton Stadium

LONG JUMP OLYMPIC STADIUM, OLYMPIC RING, ATLANTA



Summer Olympic Games gives you control of both your speed and jump angle. The key to winning is to build great momentum and launch at the best angle once you jump. Hit the A and B Buttons as quickly as possible to sprint to the jump mark. As you hit the line, press Up on the Control Pad to launch into your jump. The angle of your jump will be determined by how long you press Up on the pad. If you jump too high, you'll waste momentum, but if your angle is too shallow, gravity will pull you down before your momentum takes you very far.

POLE VAULT OLYMPIC STADIUM, OLYMPIC RING, ATLANTA



The Pole Vault is difficult to master. Press the A and B Buttons as quickly as possible to build up speed as you reach the bar. Press Down on your Control Pad to set the pole. Next, press Up quickly to launch. Finally, press Right on the Pad to get extra momentum during the jump.

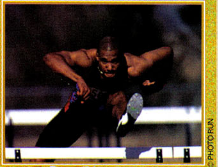
LEWIS & CLARK
LE CLAR
LEWIS & CLARK

GOING FOR THE GOLD

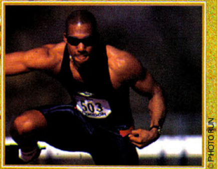
MARK CREAR

California native Mark Crear, whom you might recognize from April's poster in Nintendo Power, is one of the U.S.A.'s brightest medal hopes. He runs the 110M High Hurdles, so you'll see him burning up the track in the Olympic Stadium in July. He'll be 27 when the Games commence.

"I started running hurdles my senior year in high school; I'm kind of a late bloomer," says Crear. According to him, the only way to win is to keep on working. "Track, especially the hurdles, is hard. You're going to hit hurdles and you're going to fall." When asked for advice, he said that you have to be aggressive. "Work on your arms. Concentrate on your arms, make sure they're tight and controlled. Try to lean toward the hurdle. It's kind of scary, but try to attack the hurdle. If you do that, you've got a good edge because lots of youngsters just run straight up."



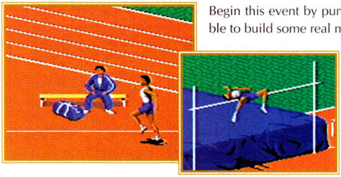
© PHOTO RUN



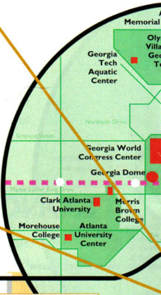
© PHOTO RUN

HIGH JUMP

OLYMPIC STADIUM, OLYMPIC RING, ATLANTA



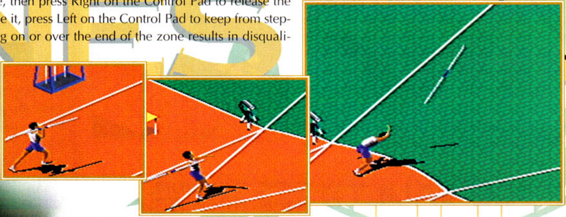
Begin this event by pumping the A and B Buttons as quickly as possible to build some real momentum down the runway. If you don't build lots of speed, you'll never clear the bar. To make the jump, you'll turn as you jump in order to clear the bar with your back facing down. When your runner starts to turn in preparation, press Up on the Control Pad up to jump. Timing is crucial for this event. If you jump too soon, you'll hit the bar. If you jump too late, you'll crash into the mat.


Memorial
Georgia Tech Aquatic Center
Northside Drive
Simpson Street
Georgia World Congress Center
Georgia Dome
Martin Luther King Drive
Clark Atlanta University
Morris Brown College
Morehouse College
Atlanta University Center

JAVELIN

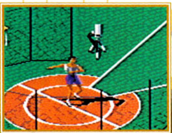
OLYMPIC STADIUM, OLYMPIC RING, ATLANTA

In this event, you'll run into the throwing zone, make the throw, then stop before stepping out of the zone. Hold Left on the Control Pad and press the A and B Buttons to run into the throwing zone, then press Right on the Control Pad to release the javelin. As soon as you release it, press Left on the Control Pad to keep from stepping out of the zone. Stepping on or over the end of the zone results in disqualification, but try to get close to the edge of the zone before throwing. The longer you wait to throw, the further the javelin goes.

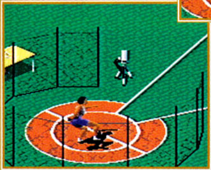


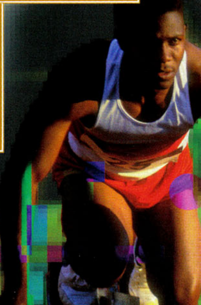
DISCUS

OLYMPIC STADIUM, OLYMPIC RING, ATLANTA



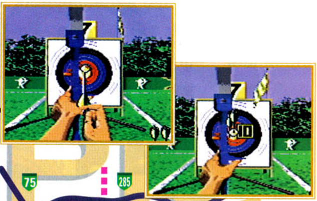
Throwing the discus requires power, timing, and balance. To make a winning throw, you must enter what appears to be an uncontrolled spin while carefully watching your footing to be sure that you don't step out of bounds and become disqualified. Begin your throw by hitting the A and B Buttons quickly. Watch your feet carefully. When you step on the line in the center of the throwing area, press Left on the Control Pad to set the angle of the throw. Immediately press Right to release the discus. Keep your eye on the chalk lines surrounding the throwing area. If you step over the lines, the throw will be disqualified. While any throw over 65 feet is good, your best toss will need to hit around the 70-foot mark to ensure a medal.



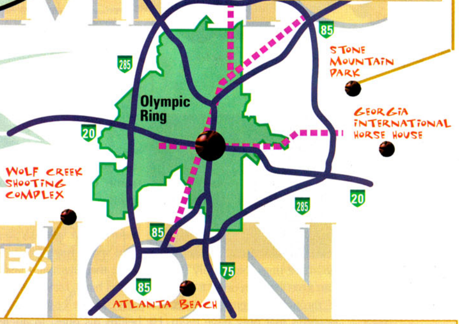


ARCHERY STONE MOUNTAIN PARK, METRO ATLANTA

Archery requires careful aim and a little patience. You'll have six arrows to shoot at a target, and hitting a bull's-eye is worth ten points. The farther you hit from the bull's-eye, the lower your score. Use the Control Pad to line your arrow up with the target. Watch the flag on the top of the target to judge the wind current, and compensate by aiming against it. Once you're ready, press the A Button to draw back your bow and the B Button to fire your arrow.

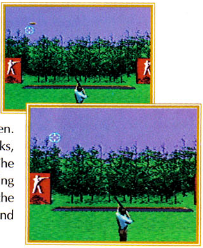


xander
liseum
ic
at
ia
Olympic
Center
Omni
Georgia
State
University
Martin Luther
King Center
Olympic
Experience
Underground
Atlanta
20
Atlanta-Fulton
County Stadium
Olympic
Stadium
75
85


75
285
85
STONE
MOUNTAIN
PARK
285
Olympic
Ring
GEORGIA
INTERNATIONAL
HORSE HOUSE
20
WOLF CREEK
SHOOTING
COMPLEX
285
20
85
75
85
ATLANTA BEACH

SKEET WOLF CREEK SHOOTING COMPLEX, METRO ATLANTA

Skeets fly in a smooth arc that is fast but predictable. In this event, you are allowed two shots per skeet. Hit the A Button to tell the judges you are ready. When you hear the word "pull," watch for a skeet to fly to either the upper left or upper right corner of your screen. Try to target it with your sight marks, then press B to fire your shotgun. The trick to hitting skeets is remembering the basic areas that they fly to on the screen, targeting them quickly, and hitting them with your first shot.



GOING FOR THE GOLD

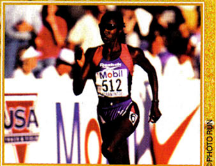
JEARL MILES

Veteran Olympian Jearl Miles knows the value of hard work and dedication. "This will be my third Olympics if I make the team," says Miles, currently the top rated American in the women's 400M, which is considered one of the toughest running events. Her advice for running the 400M is to stay relaxed. "You have to be very powerful the first 100 meters. You have to relax for the next 200 meters. The last 100 meters is where the lactic acid starts to build up and your legs start getting heavy and your breathing is heavy and you want to stop; but you have to power through down the home stretch."

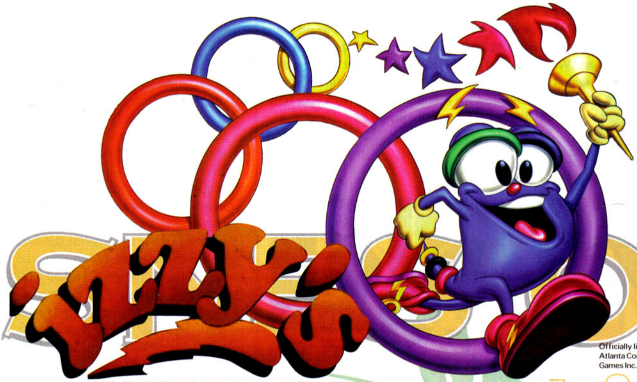
It's advice worth taking. Not only did Jearl win a silver medal in the 1992 Olympics in Barcelona, Spain, she has won gold medals in international championships and is the current world champion in her event. Be sure to watch for Jearl in the 400M this summer.

Reebok
Mobil
512

©PHOTO RUN


Reebok
Mobil
512
USA

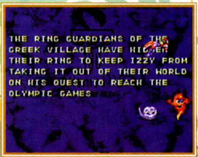
©PHOTO RUN



Officially licensed product of the Atlanta Committee for the Olympic Games Inc. ©1995 U.S. Gold.

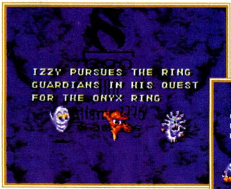
QUEST FOR THE OLYMPIC RINGS™

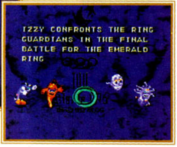
He may not have a gold medal, but Izzy, the symbol of the 1996 Olympics, is a mascot with a mission. In U.S. Gold's Izzy's Quest for the Olympic Rings, Izzy's out to save the Olympics from a host of unathletic supporters, and he'll stomp anything that gets in his way.


THE RING GUARDIANS OF THE GREEK VILLAGE HAVE HIDDEN THEIR RING TO KEEP IZZY FROM TAKING IT OUT OF THEIR WORLD ON HIS QUEST TO REACH THE OLYMPIC GAMES

If you're trying to work up some Olympic spirit but prefer adventure games over track and field events, here's your game. Some bad sports have stolen the Olympic rings. Now only you and Izzy, the Olympic mascot, can save them. In order to get all five rings back, Izzy must travel through dangerous worlds searching for the crafty-but-silly enemies that now have them. He begins his quest in ancient Greece, home of the first Olympics. Here, among the temples and meadows, Izzy faces challenges of mythic proportion. Next, Izzy has a hot match against some pesky foes in the Lava Dome, a red-hot maze in danger of erupting. In the Exit to Atlanta stage, Izzy puts his gymnastics skills to use. When Izzy's ready for an astronomical challenge, he can try his luck at the Rocket level, where he finds himself deep in space. The only way out is to morph into a rocket and collect some items and power-ups while avoiding stone ledges and other obstacles. Make no mistake, when it comes to saving the Olympics, Izzy is one determined mascot.

WHO TOOK THE RINGS?


IZZY PURSUES THE RING GUARDIANS IN HIS QUEST FOR THE ONYX RING


IZZY CONFRONTS THE RING GUARDIANS IN THE FINAL BATTLE FOR THE EMERALD RING

IZZY TAKES TRAINING SERIOUSLY

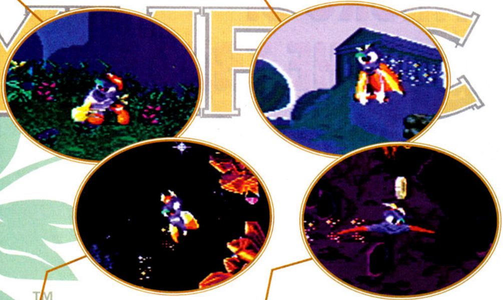
Izzy takes getting in shape very seriously, and it's amazing what shapes he can morph into. In fact, if morphing were an Olympic event, Izzy would be a gold medalist. When he touches the red and yellow morphing stars, he gains new shapes—and powers. He knows that there's a perfect shape for every challenge. Just as each Olympic athlete knows which uniform to wear for each event, Izzy knows when to morph into each shape. Your challenge is to learn how to control Izzy's various forms to help him continue his mission.

IZZY A BASEBALL?

Some situations call for finesse and others require brute force. Baseball Izzy isn't carrying a bat because he wants to negotiate. No, when foul enemies get in his way, he strikes with his bat. You can't play Ball with these Homers!

IZZY A HANGLIDER?

Learn to control Hanglider Izzy to gather extra medallions and make your way to hard-to-reach ledges. Until you learn to control him, Izzy bumps into walls and rocks, but with practice, he'll glide like a pro, not an amateur.



IZZY A ROCKET?

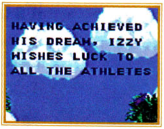
Once Izzy goes into space, he turns into a rocket to gather medallions and reach new heights. Watch where you're going—he moves quickly and lacks brakes. If you run Rocket Izzy into rocks, he becomes Toasted Izzy in a flash.

IZZY A JAVELIN?

Izzy never misses his target. Morphed into a long-distance javelin, Izzy can fly through levels gathering medallions and skewering enemies. But even the Olympic mascot can't fly forever. Gather javelin power-ups to keep Izzy in the air.

LET THE FLAMES BEGIN

Can Izzy Track down all of the rings, defeat a wide field of opponents, and return safely to the site of the 1996 Olympic Summer Games? Of course—if he's tough. When the supremely victorious mascot returns to Atlanta with the treasured rings, the ceremonies can commence, with Izzy as the guest of honor. And the ceremonies, naturally, start with the lighting of the Olympic Flame in Olympic Stadium. Let the Games begin!



HAVING ACHIEVED HIS DREAM, IZZY WISHES LUCK TO ALL THE ATHLETES

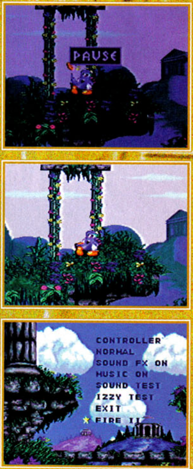
SELECT ANY VILLAGE

Just because you're beginning a new game doesn't mean that you have to start at the beginning. You can easily skip ahead simply by pausing the game and entering a code using the Control Pad. This shortcut can be used at any point in the game to skip a level or an entire world.

Pause the game, then enter:

← ↓ ↓ ← → ↓

Next, press Reset. Before re-entering the game, go to Options to select a level.

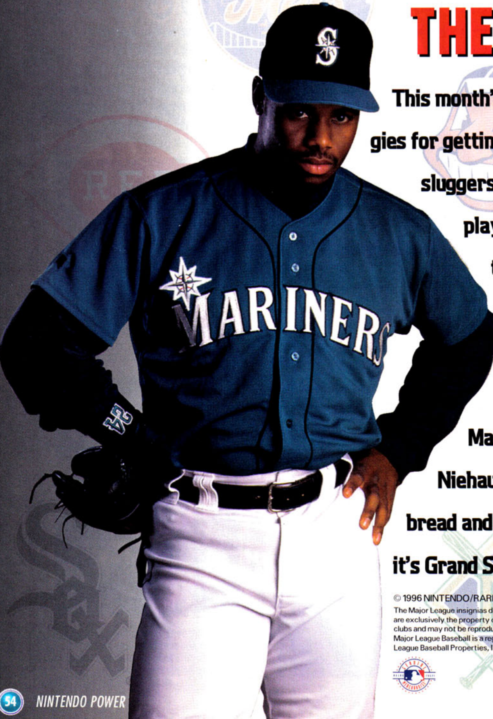


CONTROLLER NORMAL
SOUND FX ON
MUSIC ON
SOUND TEST
IZZY TEST
EXIT
FIRE II

Once you pause the game, type in the code, hit the reset button, and enter the Options Screen to select the level you want to play.

KEN GRIFFEY JR'S Winning Run™

TRICKS OF THE TRADE



This month's poster features strategies for getting most or all of the top sluggers onto your team through player trades. If you manage the line-up well, you could be seeing lots of grand slam home runs, or, as renowned Seattle Mariners announcer Dave Niehaus says, "Get out the rye bread and the mustard, Grandma, it's Grand Salami time!"

© 1996 NINTENDO/RARE
The Major League insignias depicted here are trademarks which are exclusively the property of the respective Major League clubs and may not be reproduced without their prior consent. Major League Baseball is a registered trademark of Major League Baseball Properties, Inc.

TRICK TRAD

In Season mode, you can use the trading system to bolster your team's pitching, running or batting strength Players are assigned a trading value, which changes according to their performance. When trading up, the players involved must be within five points of each other, and you can make up to fifteen trades before the Augus 31st deadline.

SCORCHERS If you like to bunt or steal bases, take a look at the charts below. We've listed the fastest runners in each league and their trading values.

NATIONAL LEAGUE

PLAYER	TEAM	VALUE
Bobby Baker	L.A. Dodgers	38
Sandy Falcon	S.F. Giants	44
Muscles McFee	S.F. Giants	78
Curtis Swing	Cincinnati Reds	43
Rob Miller	Cincinnati Reds	11
Rebel Ruiz	Chicago Cubs	68
Razor Sizemore	Houston Astros	47
Billy Holden	Houston Astros	15
Rocky Rhodes	Houston Astros	15
Stuart Ingram	Pittsburgh Pirates	13
Rocket O'Hara	Atlanta Braves	55
Rock Ready	N.Y. Mets	39
Denny Rails	Philadelphia Phillies	43

AMERICAN LEAGUE

PLAYER	TEAM	VALUE
Scorch McFaden	Oakland Athletics	44
Vinny Clayton	Seattle Mariners	39
Blazer Brown	Texas Rangers	37
Paul Comet	Chicago White Sox	34
Jimmy Stealth	Cleveland Indians	51
Frank Slater	Kansas City Royals	32
Jet Salsbury	Minnesota Twins	38
Lee Sanders	Baltimore Orioles	46
Turbo Taines	Detroit Tigers	43
Roger Mendez	N.Y. Yankees	36

When you build a roster of runners, you should make sure to balance speed with batting. Advance your runners carefully and bunt or hit ground balls to rack up lots of RBIs!

ES

SLUGGERS The other major trading strategy we have concerns getting most or all of the best batters (listed below) on your team. The mighty Seattle Mariners are the only team that can have all of these power players in their line-up, since Ken Griffey Jr. refuses to be traded!

PLAYER	TEAM	INITIAL VALUE
Muscles McFee	S.F. Giants	78
Bull Higgins	S.F. Giants	75
Rebel Ruiz	Chicago Cubs	68
Slick Fitz	Houston Astros	77
Stevie Swift	Atlanta Braves	70
Ken Griffey Jr.	Seattle Mariners	80
Crush Feraza	Texas Rangers	69
Big Magoo	Chicago White Sox	78
Frank Liberty	Cleveland Indians	73

Since these star players have some of the highest trading values in the game, you'll have to trade up to intermediate-level players first, then increase their trading values to bring them within five points of the top-rated hitters.

WHAT TO DO The chart below shows the Mariners' default starting line-up. Make the four trades shown before the first game of the season. These trades will give you the best batting power for the money. You should then increase all of your players' trading values in the first game.

MARINER STARTING LINE-UP	INITIAL VALUE	
LF—Vinny Clayton	39	
2B—Jose Munoz	30	trade for Paul Comet (White Sox-34)
CF—Ken Griffey Jr.	80	
DH—Moray Ramirez	51	
1B—Viper Ramirez	52	
RF—Slash Cannon	56	
3B—Jack Bootie	33	trade for Bobby Baker (Dodgers-38)
SS—Rich Arias	40	trade for Sandy Falcon (Giants-44)
C—Stan Milton	28	trade for Frank Slater (Royals-32)

Trading values will change throughout the season, increasing or decreasing according to a player's performance. Try to make as many hits as you can in the season opener.

UP THE ANTE

This chart shows how to calculate trading value increases per game. For example, if a player bats .200 (gets one hit in five times at bat or 1/5) in a game, his trading value will go up by 10 points.

.200 = 1/5 = +10
.250 = 1/4 = +12
.333 = 1/3 = +16
.400 = 2/5 = +20
.500 = 1/2 = +25
.600 = 3/5 = +30
.666 = 2/3 = +33
.750 = 3/4 = +37
.800 = 4/5 = +40
1.000 = 1/1 = NO CHANGE

Keep in mind that batting 1.000 (getting a hit every time you're at bat) will result in no change to a player's trading value. Home runs add one point to a player's value, in addition to other changes.

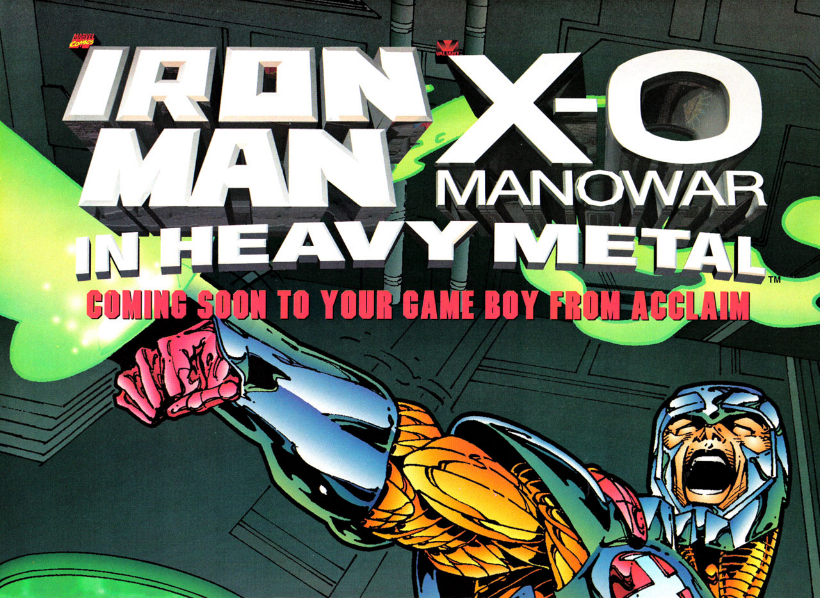
Try to get at least one hit from every batter in the first game. If you want to trade for all of the power hitters right after the first game, you must match the batting averages shown below.

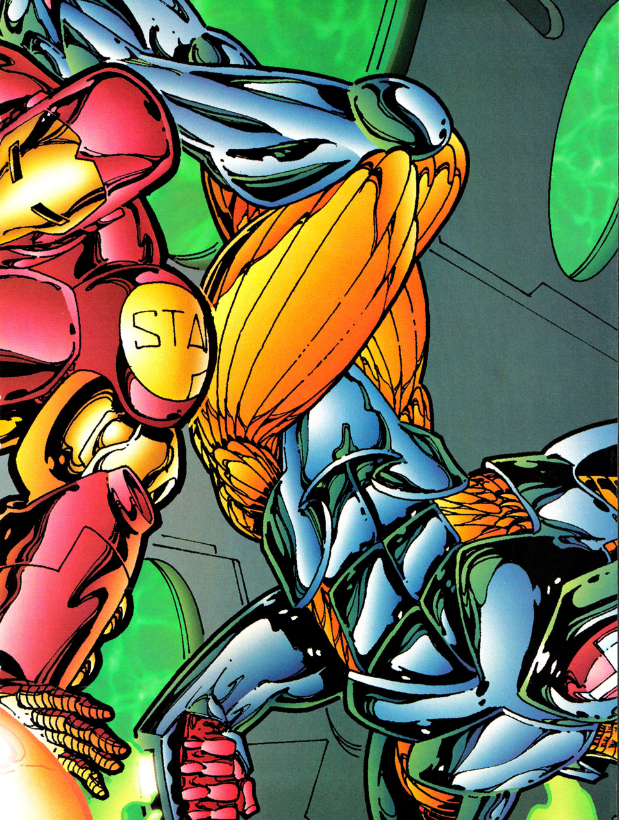
PLAYER					FINAL VALUE
Clayton*	(39)	Bat 2 for 3	=	+33	72
Comet*	(34)	Bat 2 for 3	=	+33	67
Griffey Jr.	(80)	Doesn't matter (hit some homers and make Junior happy).			
M. Ramirez	(51)	Bat 1 for 2	=	+25	76
V. Ramirez	(52)	Bat 1 for 2	=	+25	77
Cannon	(56)	Bat 1 for 2	=	+25	81
Baker*	(38)	Bat 2 for 3	=	+33	71
Falcon*	(44)	Bat 2 for 3	=	+33	77
Slater*	(32)	Bat 2 for 3	=	+33	65

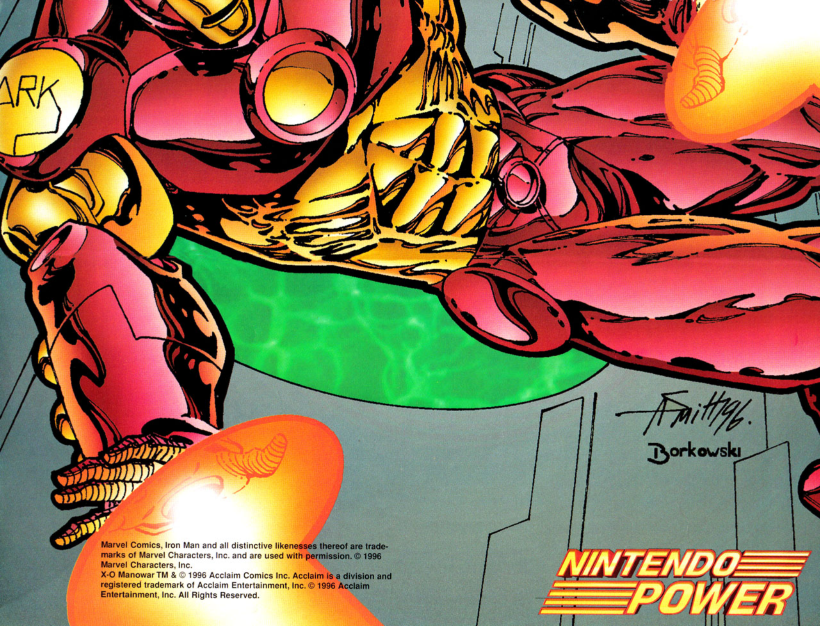
Even if you can't match this performance in the first game, you may eventually be able to get all of the power hitters on your team. Keep in mind, though, that you should strive to make the trades as quickly as possible. The players you want to get will most likely increase in trading value as the season progresses.

ADDITIONAL TIPS

- When grooming a player for a trade, don't bat 1.000, or his value won't go up. If you're in the final innings and he's gotten a hit every time he's been at bat, make him strike out.
- Just as getting a hit will increase a player's value, getting an out will lower it. If a player has already hit two for three, replace him with a bench player. Don't risk getting another out. If he ends up batting two for four (.500) instead of two for three (.666), his value will go up by only 25 points instead of 33 points. This strategy will also give the substitute a chance to increase his value.
- The faster players on the chart (marked with an asterisk) should bunt when possible. They're often fast enough to make it to first base, and even if they don't, a sacrifice bunt won't count as an at bat. This is the only time that an out will not lower a player's value. Like an out, a walk will also lower a player's value. When the Mariners play the White Sox in the first game of the season, intentionally walk Big Magoo every time he's at bat. His value will go down, and he'll be easier to acquire. If he gets even one hit, you may not be able to afford him.
- Once you have all of the power hitters, use the trades you have left to beef up your pitching staff and/or sign a few fast runners. Most any team can acquire about four or five sluggers if you manage the trades well. Baseball is a game of strategy on and off the field, and if you master both arenas, you'll roll right through the playoffs and on to the World Series! My, oh, my!


MARVEL COMICS
IRON MAN
VALIANT
X-O MANOWAR
IN HEAVY METAL™
COMING SOON TO YOUR GAME BOY FROM ACCLAIM


STA



Marvel Comics, Iron Man and all distinctive likenesses thereof are trademarks of Marvel Characters, Inc. and are used with permission. © 1996 Marvel Characters, Inc.
X-O Manowar TM & © 1996 Acclaim Comics Inc. Acclaim is a division and registered trademark of Acclaim Entertainment, Inc. © 1996 Acclaim Entertainment, Inc. All Rights Reserved.

NINTENDO POWER

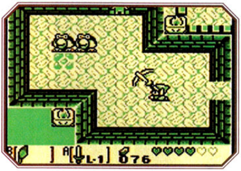
EPIC CENTER

CONTENTS

- *Epic News*
  Page 55
- *Lufia II—Part Two*
  Page 66
- *Dragon Heart*
  Page 56
- *Sword of Hope II*
  Page 62
- *Epic Strategies*
  Page 72

WEE EPICS

Good things sometimes come in small packages, such as the two Game Boy adventures **Dragon Heart** and **Sword of Hope II** featured in this month's Epic Center. To Epic gamers, it may seem as if the small screen has been neglected over the years. Not so. Your Epic staff has put together a list of favorite Game Boy RPGs and adventures that every epic fan should play. Some of these titles may not be available at all retailers, but if you find them (perhaps in a treasure box or under a loose stone) they'll provide hours of adventure and fun.


Link's Awakening

At the top of everyone's list was Nintendo's **The Legend of Zelda: Link's Awakening**. This adventure from Shigeru Miyamoto brought the live action of previous Zelda games to Game Boy for the first time. Players solve puzzles, interact with characters, battle bosses and eventually wake from a horrific nightmare.

Final Fantasy Legend II

The second place game wasn't as clear cut, but **Final Fantasy Legend, FFL II** and **FFL III** all scored high in our unofficial poll. Final Fantasy Legend II got the highest marks. FFL III suffered only from a lack of innovation between it and FFL II. All of the Final Fantasy Legend games followed Square's tradition of mixing RPG, fantasy, sci-fi and deeply involving stories. **Final Fantasy Adventure** also ranked high on several lists. In contrast to the FFL series, FFA emphasizes puzzles and action, making it more like Link's Awakening. **Gargoyle's Quest** from Capcom is an adventure that leans heavily toward the action side of the scale, but it has a sprawling, epic feel that will appeal to many players. Several other adventure games also made the grade, including **Ultima: Runes of Virtue**, which combines lots of puzzle-solving and live action battles with more traditional RPG elements such as visiting towns and upgrading weapons. A second Runes of Virtue was released several years later that continued Lord British's adventures. This month's reviewed game, Sword of Hope II, follows in the boot prints of Kemco's original **Sword of Hope**–a game that combines RPG styles.

Several of our editors praised a little-known game entitled Kingdom Crusade from Electro Brain. This strategy game offered one and two-player modes in a compelling engine. Players move fantasy units over the land almost as in a chess game, then fight pitched battles using weapons and magic. **Rolan's Curse** and **Rolan's Curse II** from American Sammy also showed up on the list. Both Rolan titles fall into the adventure/puzzle tradition of Final Fantasy Adventure. Diehard strategy fans may even find **Nobunaga's Ambition** for Game Boy from Koei. The Nobunaga series deals with the shogun period of Japanese history. It involves the direction of extensive military and civil units in an epic war. In Japan, of course, the list of epic games for Game Boy is even longer, including last month's Epic News feature, **Pocket Monster.**

Final Fantasy Adventure

We hope that this impressive list of epic games for Game Boy might open a few eyes. The Super NES has long been regarded as the king of epic games, but Game Boy can make a strong claim for the throne of the prince. For now, enjoy Dragon Heart and Sword of Hope II.

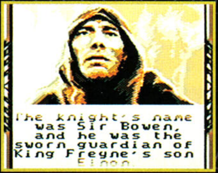
TM & © 1996 Universal City Studios, Inc. All Rights Reserved. Licensed by MCA/Universal Merchandising, Inc. Game Code © 1996 Acclaim Entertainment, Inc.

THE STORY OF A KNIGHT WHO SLEW A DRAGON AND VANQUISHED EVIL. . .

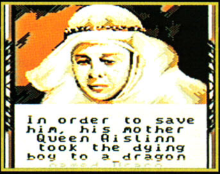
DRAGONHEART™

KNIGHT'S CODE OF HONOR

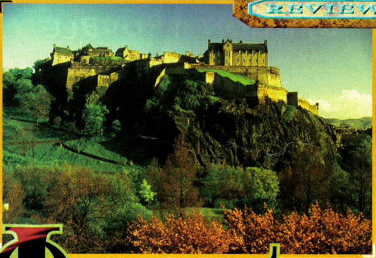
What evil lurks in the heart of a dragon? Sir Bowen believed that it was an evil so dark that it could make a good man go bad. It happened to his pupil, Prince Einon. When Einon was slain in battle, his mother, Queen Aislinn, enlisted the help of a dragon named Draco. Draco gave up half of his heart so that Einon would live. The dragon's sacrifice did bring Einon back to life, but the prince returned as an evil, spiteful cur. In this Game Boy adaptation of the new movie, DragonHeart, from Acclaim, you guide Sir Bowen on a journey to uphold the Knight's Code of Honor and avenge Einon's transformation by vanquishing all dragons from the land. The game is an eight-level, first-person perspective quest with side view fighting and plenty of interesting characters and situations, straight from the movie.



The knight's name was Sir Bowen, and he was the sworn guardian of King Freyne's son Einon.



In order to save him, his mother Queen Aislinn took the dying boy to a dragon named Draco



THE CAST

A large part of your quest involves talking to the people of the land, gathering information and helping them so that they will help you. Some people are kind. Others have evil intentions that will become clear as the story unfolds. When you speak to the people, you will have options as to what you say to them. If you choose your words carefully, you can persuade them to help. If you don't, you may provoke a fight.

Sir Bowen

Sir Bowen is an honorable knight who will do all that he can to uphold the Code of Honor and discover why his friend has gone mad.

Gilbert

The good friar, Gilbert, offers assistance to Bowen all along the way. He knows much of the land and its people.

Kara

The people of the land are rising against their corrupt leaders. This maiden is helping to lead the charge.

Peasants

Peasants represents the land and the people. They offer helpful advice and items that will further Sir Bowen's quest.

King Einon

The prince is now king and he is more menacing than ever before. What is the secret behind his tranformation from good to evil?

Lord Felton

King Einon's tax collector is a ruthless sort who enforces the laws of the land with an iron fist.

Lord Brok

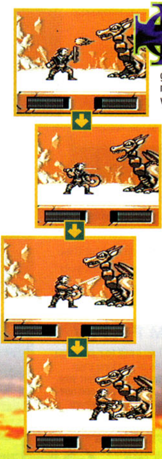
Brok is Einon's right-hand man. He has an overwhelming thirst for glory that may prove to be his undoing.

Soldiers

Einon's men are oppressing the people of the land. Bowen will have many a scrape with these thugs in his quest to find the truth about Einon.

BATTLE

Sir Bowen's battles with the evil elements of the kingdom are shown with a side view—Bowen on the left and his opponents on the right. You control Bowen's movement from left to right, along with every thrust of his sword and block with his shield. You can place the shield in high, medium and low positions in order to guard Bowen from the enemy's attacks. The secret to success is knowing when to guard and when to attack. Study your enemy and move cautiously.

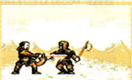


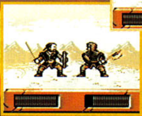
DRAGONS

Sir Bowen, the dragonslayer, has a great amount of experience in dealing with these monsters. He knows that you should guard high when you are close to the creature and guard low when far away. That way, you'll avoid heat from the dragon's fiery breath. When the dragon stops to rest, that's your cue to move in and make your presence known.

SOLDIERS

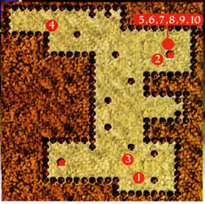
King Einon's men have swords and axes and are ready to use them to uphold the forces of the kingdom. Soldiers don't use shields. You should be able to hit them with very little difficulty. Hold your ground and wait for your opponent to move in, then swing before he can get his weapon around to you. Swing again when the knave is preparing for another attack.

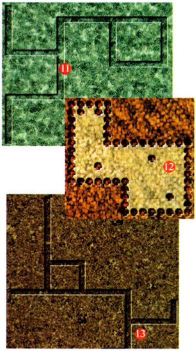




DRAGON TROUBLE

Your adventure begins near the village of Hexwood, where a dragon has been stealing sheep. If you do certain favors for the people of the village, they will offer goods and information that will lead you to the dragon. One particularly helpful man in the tavern will show you the way to the other side of the forest, where the dragon lives.



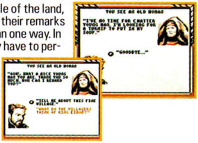


STEPS

1. Talk to a farmer.
2. Walk to Hexwood.
3. Return to the farmer for turnips.
4. Borrow pennies from Gilbert.
5. Journey back to Hexwood.
6. Give the turnips to a woman for information about the king.
7. Give your pennies to the blacksmith.
8. Go to the tavern.
9. Accept brew from jolly peasants and give it to the man near the fire.
10. Ask the man to guide you to the forest.
11. Walk through the forest.
12. Talk to a man who knows the whereabouts of the dragon.
13. Venture through the dragon's cave and fight the dragon.

THE ART OF PERSUASION

While talking to the people of the land, you can often respond to their remarks and questions in more than one way. In some situations, you may have to persuade people to help you with items or information. The manner in which you speak to them may affect their willingness to help.



YOU SEE AN OLD WOMAN

"I'VE NO TIME FOR CHATTER YOUNG MAN. I'M LOOKING FOR A TURNIP TO PUT IN MY SOUP."

○ "GOODBYE..."

YOU SEE AN OLD WOMAN

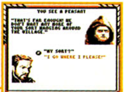
"WOW, WHAT A NICE YOUNG MAN YOU ARE. THANK YOU SO MUCH. HOW CAN I REWARD YOU?"

○ "TELL ME ABOUT THIS FINE VILLAGE."

"WHAT DO THE VILLAGERS THINK OF KING EINON?"

MAD VILLAGER

A reclusive peasant in the village of Hexwood has very few words to say to you when you enter his shack. If you bother him on several occassions, he will challenge you to a fight. This peasant is no dragonslayer. Once you get in a few good blows, he will call it quits and scurry back into his shack. This little scuffle will give you some fighting experience for the battles ahead.

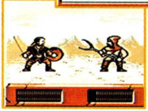


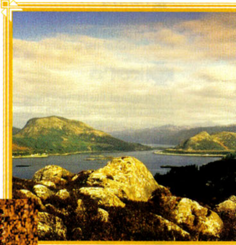
YOU SEE A PEASANT

"THAT'S FAR ENOUGH! WE DON'T WANT ANY MORE OF YOUR SORT HANGING AROUND THE VILLAGE."

○ "MY SORT?"

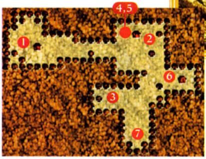
"I GO WHERE I PLEASE!"

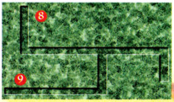




LORD FELTON

Another dragon lurks near the village of Lord Felton, King Einon's tax collector. One peasant has gone off to fight the beast, but he is ill-equipped for the task. If you find this fellow, he will tell you about a meeting that Felton is conducting in the village. This meeting will set you on course for a battle with the dragon.





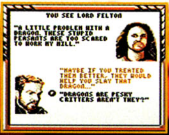
STEPS

1. Talk to a woman about her husband.
2. Visit Felton's village.
3. Find the dragon-crazed peasant.
4. Return to Felton's village for a meeting.
5. Talk to Lord Felton.
6. Go to the mill and receive an axe from the mill guard.
7. Break the barricade at the entrance to the forest.
8. Walk through the forest.
9. Fight the dragon.

RELUCTANT HELP FROM FELTON

The dragon is the least of Lord Felton's worries. He has a mill to run and an angry mob who would rather rally against the policies of the king than spend another day working for nothing. This is not the first time that you have spoken with Felton. He will have a few words to say to you, and not all of them kind. But, in the end, he will help you enter the forest where the dragon awaits your arrival.

felton's meeting
talk to felton
INV
MAP

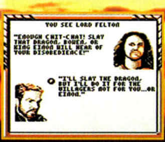


YOU SEE LORD FELTON

"A LITTLE PROBLEM WITH A DRAGON. THESE STUPID PEASANTS ARE TOO SCARED TO WORK MY MILL."

"MAYBE IF YOU TREATED THEM BETTER, THEY WOULD HELP YOU SLAY THAT DRAGON..."

○ "DRAGONS ARE PESKY CRITTERS AREN'T THEY?"



YOU SEE LORD FELTON

"ENOUGH CHIT-CHAT! SLAY THAT DRAGON, BOWEN, OR KING EINON WILL HEAR OF YOUR DISOBEDIENCE!"

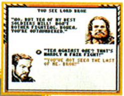
○ "I'LL SLAY THE DRAGON, BUT I'LL DO IT FOR THE VILLAGERS NOT FOR YOU...OR EINON."

LONG LOST BROTHERS

After a run-in with Lord Brok, you will find yourself a guest in his dungeon. Another dungeon dweller will tell you about his long lost brother and will give you a childhood toy to pass on to the brother after you escape.

LORD BROK

Lord Brok is a proud man who rules over the kingdom with an iron fist and no forgiveness. He has little patience for a knight who talks poorly about the king. When you meet Brok, he will take up his arms against you. After a short fight, Brok will call upon his men to send you to the dungeon.


YOU SEE LORD BROK

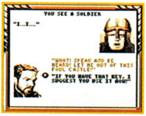
"NO, BUT TEN OF MY BEST SOLDIERS WILL! DON'T BOTHER FIGHTING, BOWEN. YOU'RE OUTNUMBERED."

○ "TEN AGAINST ONE? THAT'S HARDLY A FAIR FIGHT!"

"YOU'VE NOT SEEN THE LAST OF ME, BROK!"

DUNGEON FIGHT

You'll encounter a guard with a key in the dungeon. This fellow is not one of the kingdom's finest. He'll give up the key after a very short fight.


YOU SEE A SOLDIER

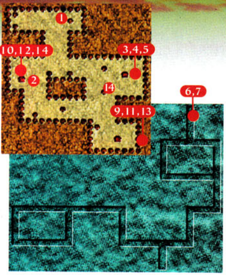
"I...I..."

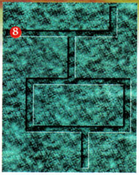
"WHAT! SPEAK AND BE HEARD! LET ME OUT OF THIS FOUL CASTLE!"

○ "IF YOU HAVE THAT KEY, I SUGGEST YOU USE IT NOW!"

STEPS

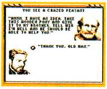
1. Speak to a frantic woman.
2. Talk to a villager.
3. Talk with Lord Brok.
4. Battle Brok.
5. Get thrown into the dungeon.
6. Talk to a crazed peasant.
7. Receive a toy from the peasant.
8. Fight the guard for the dungeon key.
9. Talk to the old man.
10. Receive oats from a farmer.
11. Take the oats to the old man.
12. Get sugar from the farmer.
13. Give the sugar to the old man.
14. Go to the forest with the old man's son.





LOST BROTHER

An old man wanders the dungeon as he has for 20 years. Knowing that your destiny is on the outside, the man will ask for you to find his brother and give him a toy pony that the brothers shared as children. The man on the outside will then know that his brother is alive.

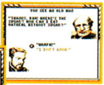

YOU SEE A CRAZED PEASANT

"HMMM. I HAVE AN IDEA. TAKE THIS WOODEN PONY AND GIVE IT TO MY BROTHER. TELL HIM I'M WELL AND HE SHOULD BE ABLE TO HELP YOU."

○ "THANK YOU, OLD MAN."

OATMEAL QUEST

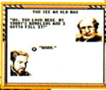
An old man in the southeast desires his morning oats before he will listen to your story. When you find oats and sugar for him, he will gratefully accept the toy pony from his lost brother.


YOU SEE AN OLD MAN

"THANKS, MAN! WHERE'S THE SUGAR? HOW CAN I EAT OATMEAL WITHOUT SUGAR?"

○ "WHAT?!"

"I DON'T KNOW."


YOU SEE AN OLD MAN

"SO, YOU LOOK HERE, MY TUMMY'S RUMBLING AND I GOTTA FILL IT!"

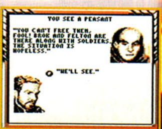
○ "HMMM."

A REVOLTING WOMAN

Many peasants have threatened to overthrow the ruling forces. These murmurs of dissent have led guards to lock up entire villages. In one such village, you will meet a strong woman named Kara who leads the revolt.

SHOW YOUR STRENGTH

Some people of the land don't believe that a single dragonslayer can make a difference in this oppressive kingdom. It is your task to prove to these people that you can and will put an end to the corrupt leadership.

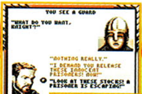

YOU SEE A PEASANT

"YOU CAN'T FREE THEM, FOOL! BROK AND FELTON ARE THERE ALONG WITH SOLDIERS. THE SITUATION IS HOPELESS."

○ "WE'LL SEE."

OUTWIT THE WITLESS GUARD

You can fight the guard that looks over the imprisoned villagers all that you want, but your efforts will be fruitless. Show him the shackles of an escaped prisoner and talk him into leaving his post.

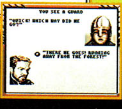

YOU SEE A GUARD

"WHAT DO YOU WANT, KNIGHT?"

"NOTHING REALLY."

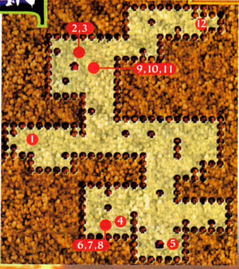
"I DEMAND YOU RELEASE THESE INNOCENT PRISONERS! NOW!"

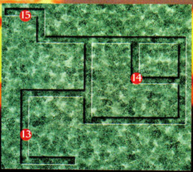
○ "LOOK AT THESE STOCKS! A PRISONER IS ESCAPING!"


YOU SEE A GUARD

"QUICK! WHICH WAY DID HE GO?"

○ "THERE HE GOES! RUNNING AWAY FROM THE FOREST!"



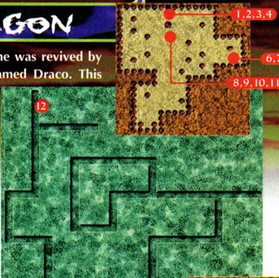


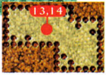
STEPS

1. Talk to a peasant.
2. Go to the captured village.
3. Talk to Kara.
4. Find a man in stocks.
5. Receive a hammer from a farmer.
6. Free the man in stocks.
7. Talk to the man again.
8. Offer to take the stocks.
9. Return to the captured village.
10. Use the stocks to fool the guard.
11. Free the village.
12. Go to the forest.
13. Talk to Kara again.
14. Speak to Hewe.
15. Fight the dragon.

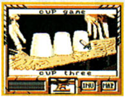
FRIENDLY DRAGON

When Einon was wounded, he was revived by the sacrifice of a dragon named Draco. This beast gave half of his heart to preserve the life of the prince. Now Bowen will understand the true nature of the dragon that he has sworn to defeat.





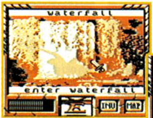
SHELL GAME

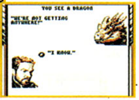


There is a simple shell game in the pub of Kara's village. By winning this game, you can earn gold that will allow for you to buy a hat for a buckethead.

DRACO

The old dragon, Draco, is proof that not all dragons are terrible beasts. After a battle that you and Draco both agree is a futile exercise, Draco will become your friend and will offer insight about the nature of King Einon. Draco will prove to be an ally in the journey to come.



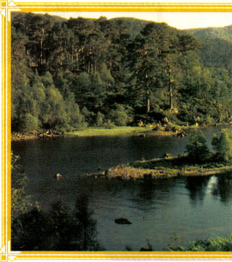

YOU SEE A DRAGON

"WE'RE NOT GETTING ANYWHERE!"

"I KNOW."

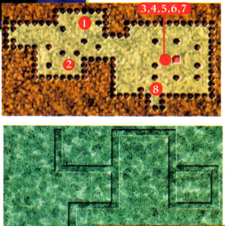
STEPS

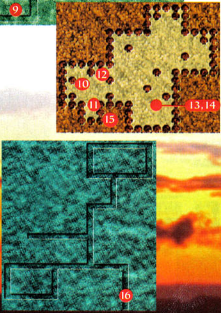
1. Go to Kara's Village.
2. Talk to Kara.
3. Talk to the man at the well.
4. Play the shell game in the pub.
5. Buy the big hat at the hat shop.
6. Find Julian in the fields.
7. Trade the hat to Julian for his bucket.
8. Return to the village.
9. Give the bucket to the man at the well.
10. Take water to Kara's father.
11. Receive Arthur's Ring.
12. Talk to the old knight on the other side of the forest.
13. Meet Gilbert.
14. Go to the waterfall.
15. Meet Draco.



SWAMP PEOPLE

The villagers in the swampy section of the kingdom have little or nothing to say to you. In fact, some of them will attack you if you approach them. You will earn some assistance if you catch a pig and use the meat to bribe a guard in the village.



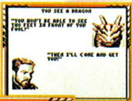


KEEP YOUR DISTANCE

Some of the swamp people are mean and will engage in battle with you if you approach them. While it is best to avoid these creatures, you should have no difficulty in fighting them off if they attack.

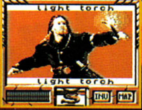
A DRAGON HIDES IN THE SHADOWS

A fierce dragon hides in a cave to the southwest. This beast knows that it would have the advantage while fighting in the darkness of its dwelling. By getting swamp grass from a farmer in the fields and having Draco light the grass, you will be able to bring light into the dark cave.


YOU SEE A DRAGON

"YOU WON'T BE ABLE TO SEE TWO FEET IN FRONT OF YOU FOOL!"

"THEN I'LL COME AND GET YOU!"



STEPS

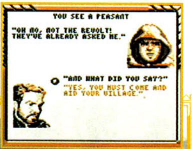
1. Talk to Kara.
2. Catch a pig in the field.
3. Walk to the swamp village.
4. Give the pig to the cook.
5. Take a piece of pork.
6. Give the meat to Gilbert's guard.
7. Free Gilbert from prison.
8. Walk to the forest.
9. Talk to the ghost of Arthur.
10. Talk to a swamp-grass farmer.
11. Go to the dragon's cave.
12. Receive swamp grass.
13. Talk to Gilbert.
14. Have Draco light the torch.
15. Enter the dragon's cave.
16. Fight the dragon.

THE REVOLT

The peasants of the land have had enough! They are ready to rally against their leaders. At least, some of the peasants are ready to fight. Others believe that the soldiers are too strong. It is your duty as an honorable knight to help organize the efforts of the people.

PESSIMISTIC PEASANTS

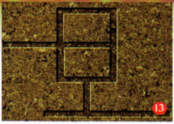
Some peasants will not want to join the revolt for fear of being beaten by the well-equipped knights. You must convince them that there is power in numbers and that, together, the people of the land will win.


YOU SEE A PEASANT

"OH NO, NOT THE REVOLT! THEY'VE ALREADY ASKED ME."

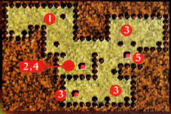
○ "AND WHAT DID YOU SAY?"

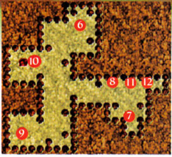
"YES, YOU MUST COME AND AID YOUR VILLAGE."



THE PLAN OF THE PEOPLE

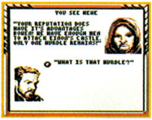
The people of the land will strike the leaders of the kingdom as soon as you clear the way. There is a dragon in the path to the castle. You must lure this beast to a cave and fight it. Only then will the people be able to move on to victory.





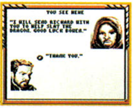
STEPS

1. Talk to Gilbert.
2. Go to the rebel camp.
3. Persuade peasants to join the revolution.
4. Return to camp.
5. Hewe introduces Richard.
6. Talk to Richard.
7. Journey to the cave.
8. Talk to Gilbert.
9. Receive the Dragon Horn.
10. Receive the Sheepskin.
11. Talk to Gilbert.
12. Lure the dragon into the cave.
13. Fight the dragon.


YOU SEE HEWE

"YOUR REPUTATION DOES HAVE IT'S ADVANTAGES BOWEN! WE HAVE ENOUGH MEN TO ATTACK EINON'S CASTLE. ONLY ONE HURDLE REMAINS!"

○ "WHAT IS THAT HURDLE?"


YOU SEE HEWE

"I WILL SEND RICHARD WITH YOU TO HELP SLAY THE DRAGON. GOOD LUCK BOWEN."

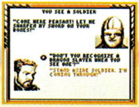
○ "THANK YOU."

KING EINON

The ruthless King Einon, as it turns out, was not made evil by having the heart of a dragon. He was simply greedy for more power than he had as a prince. Now, his DragonHeart makes him very strong indeed.

EINON'S SOLDIERS

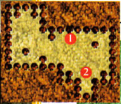
Your path to Einon will be filled with one fight after another. While Einon's soldiers are relatively weak, their sheer number might make the journey difficult. Forge on and fight every battle as though it is for the kingdom.

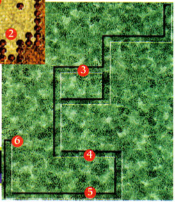

YOU SEE A SOLDIER

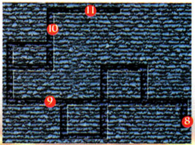
"COME HERE PEASANT! LET ME SHARPEN MY SWORD ON YOUR BONES!"

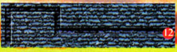
○ "DON'T YOU RECOGNIZE A DRAGON SLAYER WHEN YOU SEE ONE?"

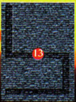
"STAND ASIDE SOLDIER. I'M COMING THROUGH!"

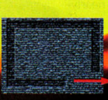


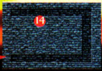












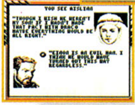
STEPS

1. Talk to Gilbert.
2. Enter the forest.
3. Fight Lord Felton.
4. Meet Hewe.
5. Fight Lord Brok.
6. Meet Gilbert.
7. Have Gilbert aim his arrow toward Einon.
8. Go to the castle entrance.
9. Meet Kara.
10. Meet Queen Aislinn.
11. Fight Einon.
12. Chase Einon.
13. Meet Aislinn again.
14. Fight Einon to the death.

THE QUEEN SPEAKS

Queen Aislinn knew that her son was not as virtuous as he pretended to be before he was slain and revived by Draco. But she could not see him die. Now, the queen knows that it would be better for her kingdom if Einon goes down in defeat. She will give you her blessings.

YOU SEE AISLINN

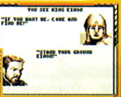

YOU SEE AISLINN

"THOUGH I WISH HE WEREN'T MY SON! IF I HADN'T MADE THAT PACT WITH DRACO MAYBE EVERYTHING WOULD BE ALL RIGHT."

○ "EINON IS AN EVIL MAN. I THINK HE WOULD HAVE TURNED OUT THIS WAY REGARDLESS."

BATTLE WITH THE KING

Your former student returns as the evil king. You know Einon's moves. In fact, you taught them to him. You'll fight Einon and chase him in a long dungeon crawl. Make every thrust of your sword count and you will be victorious.


YOU SEE KING EINON

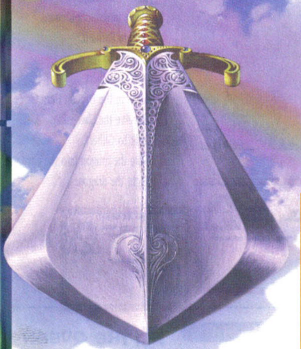
"IF YOU WANT ME, COME AND FIND ME!"

"STAND YOUR GROUND EINON!"

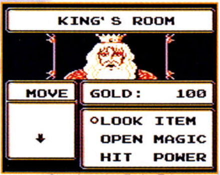
YOU SEE KING EINON

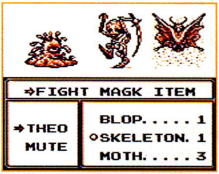
Sword of Hope II™

© 1992 KEMCO



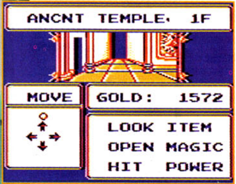
An angry red glow cleaves the night sky, a portent of doom to come. A young hero is called forth to defend his kingdom from an ancient evil resurrected. Five years after the original Sword of Hope was released, Kemco of America brings forth Sword of Hope II, an exciting new on-the-go adventure for the Game Boy.

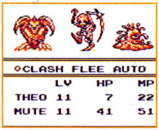

KING' S ROOM
MOVE
GOLD: 100
○LOOK ITEM
OPEN MAGIC
HIT POWER

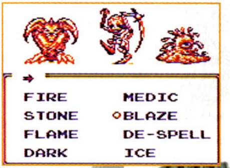

➜FIGHT MAGK ITEM
➜THEO
MUTE
BLOP. 1
○SKELETON. 1
MOTH. 3

FACING DEMONS AND DANGER HEAD ON

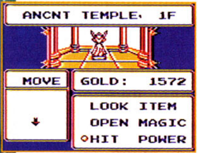
Much of Sword of Hope II is standard RPG fare, but it provides the right level of challenge for less experienced players or for players needing casual entertainment during an airport layover. The first-person perspective works well in the Game Boy format, and the Look, Open and Hit commands give you a good feeling of interaction with your surroundings. We do, however, have a bone to pick with the battle system. When facing a group of identical enemies, you can only target the entire group, not specific individuals. With the computer deciding the battle order, you'll often have weaker fighters striking stronger enemies or powerful blows being wasted on nearly-defeated foes.


ANCNT TEMPLE, 1F
MOVE
GOLD: 1572
LOOK ITEM
OPEN MAGIC
HIT POWER

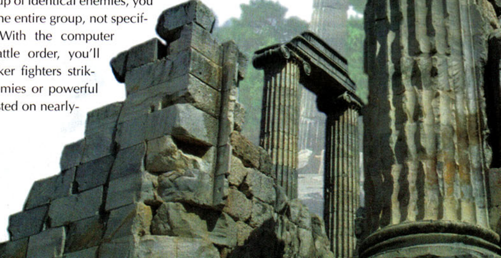

○CLASH FLEE AUTO
LV HP MP
THEO 11 7 22
MUTE 11 41 51


FIRE
STONE
FLAME
DARK
MEDIC
○BLAZE
DE-SPELL
ICE

If the first attack fells an enemy, a second attack against the same enemy will strike thin air.

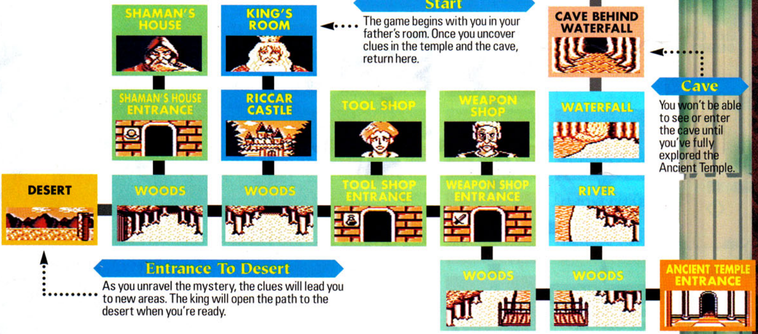

ANCNT TEMPLE, 1F
MOVE
GOLD: 1572
LOOK ITEM
OPEN MAGIC
○HIT POWER

Clicking on an arrow will send you in that direction, but you won't actually turn. You'll always be facing "up."



THEO'S ADVENTURE BEGINS

Build your strength in the area around the castle before you begin your quest in earnest. Your father, King Hennesy, has placed a spell on you that will bring you back to the castle if you are defeated, so you won't have to dip into your food supply yet. Once you advance a few experience levels, buy a Copper Sword, Leather Armor and Leather Shield, and head for the Ancient Temple.


SHAMAN'S HOUSE
KING'S ROOM
CAVE
CAVE BEHIND WATERFALL
SHAMAN'S HOUSE ENTRANCE
RICCAR CASTLE
TOOL SHOP
WEAPON SHOP
WATERFALL
DESERT
WOODS
WOODS
TOOL SHOP ENTRANCE
WEAPON SHOP ENTRANCE
RIVER
WOODS
WOODS
ANCIENT TEMPLE ENTRANCE

Start

The game begins with you in your father's room. Once you uncover clues in the temple and the cave, return here.

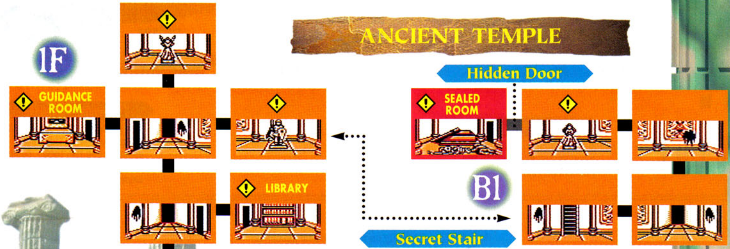
Cave

You won't be able to see or enter the cave until you've fully explored the Ancient Temple.

Entrance To Desert

As you unravel the mystery, the clues will lead you to new areas. The king will open the path to the desert when you're ready.

ANCIENT TEMPLE


1F
GUIDANCE ROOM
LIBRARY
ANCIENT TEMPLE 1F
SEALED ROOM
B1

Hidden Door

Secret Stair

Always Look at your surroundings. You may detect a vital clue. In this case, you'll find a concealed button on the statue's chest.

Entrance

The enemies here are strong, so be sure to pack some wheat and other revitalizing items.

Attention Please

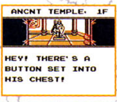
These symbols mark important items, clues or events, including major battles.

ANCIENT TEMPLE - CAVE

You should Look at and Hit objects or walls repeatedly to uncover hidden bonuses and passages. You may not see an item or get a reaction on the first or even the second try. Your hit and magic points will be replenished when you advance a level, but you should carry some wheat and herbs with you, just in case.

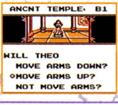
Enter the Temple

Your objective here is to examine the Sealed Room in the basement. Hit the statue of the soldier to uncover the hidden staircase, then move the arms of the statue in the basement to reveal a secret door. You'll soon learn the terrible meaning of the red light.



ANCNT TEMPLE. 1F

HEY! THERE'S A BUTTON SET INTO HIS CHEST!

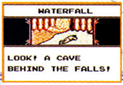


ANCNT TEMPLE. B1

WILL THEO
MOVE ARMS DOWN?
◇MOVE ARMS UP?
NOT MOVE ARMS?

Find the Cave

After your horrific discovery in the temple, you'll find an even more gruesome scene awaiting you on the forest road. Follow the demon's path of destruction to the waterfall and the cave beyond. More pieces of the puzzle will begin to fall into place as you befriend a young boy named Mute. After Jaghi flees, take Mute back to the castle.

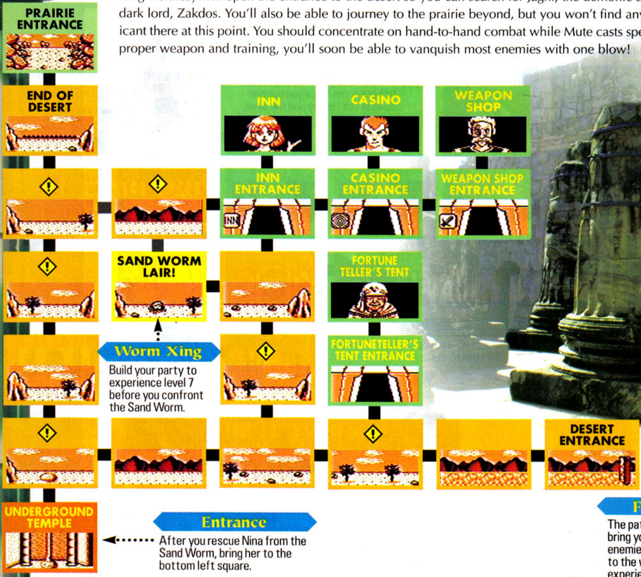


WATERFALL

LOOK! A CAVE BEHIND THE FALLS!

AN ANCIENT EVIL GATHERS STRENGTH

King Hennesy will open the entrance to the desert so you can search for Jaghi, the demonic servant of the dark lord, Zakdos. You'll also be able to journey to the prairie beyond, but you won't find anything significant there at this point. You should concentrate on hand-to-hand combat while Mute casts spells. With the proper weapon and training, you'll soon be able to vanquish most enemies with one blow!



Worm Xing

Build your party to experience level 7 before you confront the Sand Worm.

Entrance

After you rescue Nina from the Sand Worm, bring her to the bottom left square.

From Woods

The path from the woods will bring you here. If the desert enemies are too tough, return to the woods to gain more experience.

DESERT

Enter the Desert

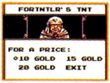
DESERT

THEO ENTERED THE DESERT.

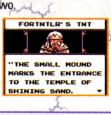
Mute should know the Flame spell before you come here. The Blaze spell is even better, since it targets multiple enemies at once.

The Fortune-Teller

Are the fortunes worth that much gold? Probably not, if you explore the desert thoroughly and listen to what Nina and others say. If you free Nina's father from the underground temple and don't know what to do next, come back here for a clue or two.


FORTNTLR'S TNT

FOR A PRICE:
○10 GOLD 15 GOLD
20 GOLD EXIT


FORTNTLR'S TNT

"THE SMALL MOUND MARKS THE ENTRANCE TO THE TEMPLE OF SHINING SAND.

Rest and Relax

At first, you could rely on the automatic power-up you received when you advanced to the next experience level. Now you must use items or sleep in the inn to stay healthy.

Casino

WHEAT
1 4 2 1 3
2 1 6 × 8
× 7 3 1 5
2 × 4 3 2

The coins you win in battle can be used in the casino. The odds of winning something good are slim, though, so trade the coins for gold in the weapon shop instead.

Arms and Armor

The Steel Sword, Hemp Garment and Copper Shield are musts for you. Give both Mute and Nina the best armor you can afford.

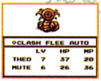
WEAPONS SHOP

CRP SPR/120
STL SWD/250
DRESS/10
LTHR DRS/120
HMP GRMT/250
CHRM RNG/10
SPRT RNG/120
CPR SHLD/250

Rescue Nina

DESERT

"HELP!"

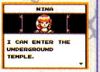

○CLASH FLEE AUTO

	LV	HP	MP
THEO	7	37	20
MUTE	6	26	36

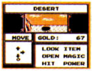
From the entrance to the inn, walk down one square then left one square to find the Sand Worm. Defeat this grim and gritty foe to save Nina. Don't bother buying fancy new weapons for Mute and Nina, since Mute is a better magician than he is a warrior, and Nina won't be staying with you for very long.

Into the Temple

Take Nina to the bottom left square, the one with the mound of sand. Use the Sand Drop to open the entrance to the temple. If you're at level 10, you shouldn't have a problem in here.


NINA

I CAN ENTER THE UNDERGROUND TEMPLE.


DESERT

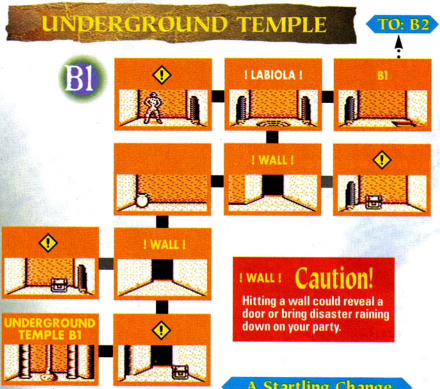
MOVE GOLD: 67

LOOK ITEM
OPEN MAGIC
HIT POWER

DESERT

WHEAT··5 CLOTHES
COIN···7 LETHR
CPR SWD ○SANDDROP
CPR SWD

UNDERGROUND TEMPLE



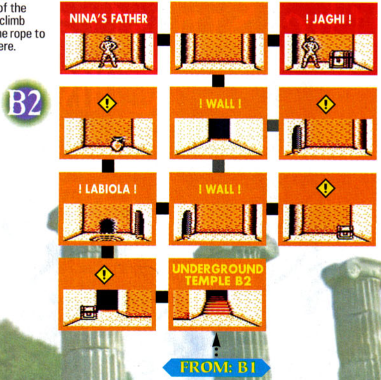
! WALL ! **Caution!**
Hitting a wall could reveal a door or bring disaster raining down on your party.

A Startling Change

Look closely at the statues in this temple. My, they really look life-like, don't they?

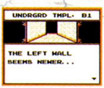
From Desert

Starting from the bottom left square of the desert, climb down the rope to arrive here.



UNDERGROUND TEMPLE

Break Through

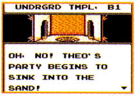

UNDRGRD TMPL. B1

THE LEFT WALL SEEMS NEWER...

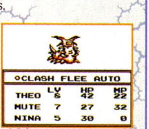
Upon closer inspection, some of the walls seem newer than others. Use the map to determine which walls to hit. An incorrect choice isn't fatal, but painful, nonetheless.

The Labiola

The Labiola may look like the Sand Worm, but that's where the similarity ends. He's much stronger and tougher than his smaller cousin. Use physical attacks and Mute's Ice spell to cool him off. Nina won't be much help against this monster, so have her heal the party and replenish Mute's magic points.

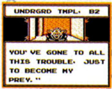

UNDRGRD TMPL. B1

OH. NO! THEO'S PARTY BEGINS TO SINK INTO THE SAND!

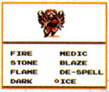

○CLASH FLEE AUTO

	LV	HP	MP
THEO	6	42	22
MUTE	7	27	32
NINA	5	30	0

Confront Jaghi


UNDRGRD TMPL. B2

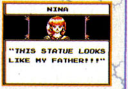
YOU'VE GONE TO ALL THIS TROUBLE. JUST TO BECOME MY PREY."


FIRE MEDIC
STONE BLAZE
FLAME DE-SPELL
DARK ○ICE

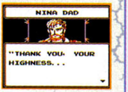
Split open a chest to reveal Jaghi in all his furious glory. Use the same tactics you used against Labiola. After you defeat Jaghi, gather up his ashes and sprinkle them on the statues, especially the one on floor B2.

A Happy Reunion

One of the statues was actually Nina's father, petrified by Jaghi's magic. Before Nina and her father depart, you'll receive the Jewel of Water and instructions to travel north. It's up to you and Mute to continue the quest.


NINA

"THIS STATUE LOOKS LIKE MY FATHER!!!"

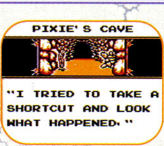

NINA DAD

"THANK YOU. YOUR HIGHNESS...

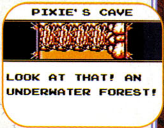
UNDRGRD TMPL. B2

THE ROAD GOES ON...

You must now go to the prairie and the lake, where the Jewel of Water will enable you to breathe underwater. Nina is gone, but you'll eventually meet more companions along the road, including a friendly pixie and a scientist with a magnificent flying machine. You may yet regain the Hope that was lost!


PIXIE'S CAVE

"I TRIED TO TAKE A SHORTCUT AND LOOK WHAT HAPPENED."


PIXIE'S CAVE

LOOK AT THAT! AN UNDERWATER FOREST!

THE SINISTRALS ARE INVADING!

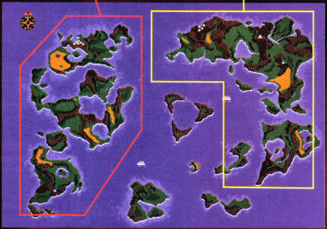
The struggle against the powerful Sinistral invasion culminates this month as the Epic Center covers the second half of Lufia II: Rise of the Sinistrals. Natsume's 20-meg role-playing sequel is crammed with puzzles and mazes. This month we give you the tips and hints you need to explore the East Continent.

Lufia II™
Rise of the Sinistrals

©1996 Taito Corporation
©1996 Natsume inc.

LAST MONTH

Last month's Epic Center Review of Lufia II provided extensive coverage on the first half of the game, focusing on the western half of the hemisphere. In addition to providing an overview of the game, readers picked up useful tips and strategies for solving the trickiest puzzles encountered during the first twenty to thirty hours of game play.



THIS MONTH

This month's Epic Center Review provides comprehensive coverage of the Eastern Continent and the most troublesome puzzles found in the second half of the game. When you combine the Epic Reviews in Volumes 84 and 85, you'll have information for 80% of the game. Now if you could only find a quick way to build your character levels...

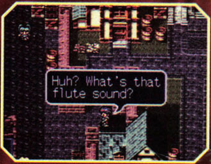
Lufia II's confounding puzzles increase in complexity as you track down and destroy the Sinistral threat invading your world.

Do you think I can leave you like this!?

The game's compelling story line builds to a dramatic conclusion as Maxim uncovers the Sinistral plot to destroy humanity.

TOWER OF SACRIFICE

The melody of a distant flute lures the young women from the town of Narcysus to the tower in the north. Stop the music before Narcysus is abandoned.

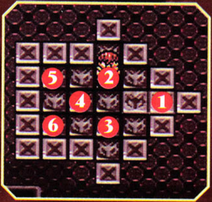


Huh? What's that flute sound?

The women of Narcysus are being lured by the mysterious music emanating from a nearby tower.

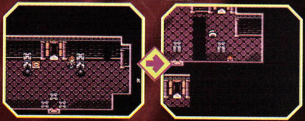
BOMB THE TILES

Use your bombs to change the colors of the floor tiles from brown to white. Place the bombs in the exact order and location shown in the photo on the right. When you solve the puzzle, you'll find a ladder leading up to the tower's fifth floor.



GRAVITY ORBS

Gravity orbs create a barrier whenever you step toward the door on the second floor. Blast open the crack in the right wall, then take a detour around the orbs through the hole created by your bomb.



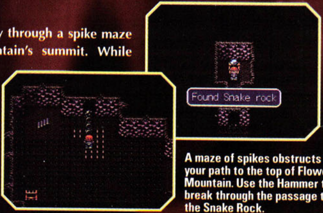
Use your bombs to blast a hole in the right wall, step on the two buttons and re-enter the room through the new opening.

FLOWER MOUNTAIN

Make a sick girl in Treadool feel better by giving her the Priphea flower. While you're tracking down the flower, look for the Hammer in the caverns deep beneath Flower Mountain.

SPIKE MAZE

You must work your way through a spike maze to reach Flower Mountain's summit. While you've encountered this type of puzzle before, the Flower Mountain maze has more twists, turns and dead ends. Use your Hammer on the walls to uncover a secret room.

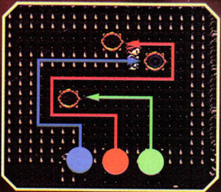


Found Snake rock

A maze of spikes obstructs your path to the top of Flower Mountain. Use the Hammer to break through the passage to the Snake Rock.

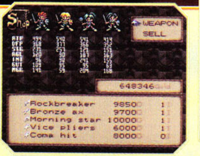
TELEPORTER TREK

You can lower the spike barrier on the right side of the room if you can find your way to all four teleporters in the room. If you get stuck, follow the paths outlined below.



CARE AND FEEDING

Capsule Monsters grow larger as you feed them the weapons and armor that they crave, but their tastes in food become expensive as they mature. One method for quickly finding a particular item for your finicky monster is to keep a list of the weapon or armor sold by each shop and warp your way through the menu.

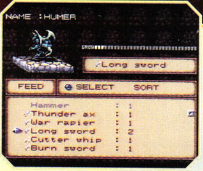


ATP	494	540	541	414
DFP	368	377	366	352
STR	231	257	121	151
AGL	120	90	107	163
INT	96	90	241	155
GUT	109	95	95	63
MGR	141	59	204	168

648346

```
Rockbreaker      9850   1
Bronze ax        9700   1
Morning star    10000   1
Vice pliers      6000   1
Coma hit         8000   0
```

Looking for a particular weapon to feed your monster? Keep an inventory list of the weapons and armor for sale in every shop.



NAME :HUMER

Long sword

```
Hammer        : 1
Thunder ax    : 1
War rapier    : 1
Long sword    : 2
Cutter whip   : 1
Burn sword    : 1
```

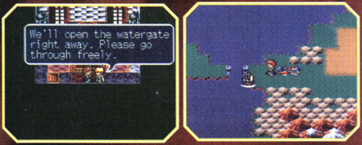
If you want your Capsule Monster to grow faster than normal, feed him the specific weapon or armor that he craves.

DANKIRK KINGDOM

The kingdoms of Auralio and Dankirk are negotiating a peace treaty. As a sign of goodwill, the Prince of Auralio is giving the King of Dankirk a priceless ruby statue called the Ruby Icon.

WHERE IS THE RUBY ICON?

While Auralio and Dankirk won't ask you for help, you can't continue your journey across the ocean until the Ruby Icon is found. Start your own private investigation.

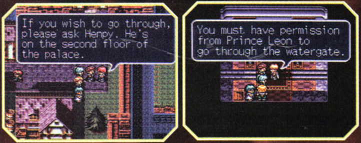


We'll open the watergate right away. Please go through freely.

Use the Warp spell to zip between the village of Clamento and Auralio as you ferret out the thief who stole the Ruby Icon.

SCANDAL AT THE WATERGATE

Although the Prince of Auralio is too embarrassed to admit it, the Ruby Icon is missing. The Auralio Watergate is temporarily closed while a search is conducted.



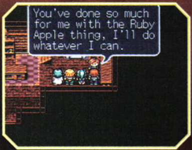
If you wish to go through, please ask Henpy. He's on the second floor of the palace.

You must have permission from Prince Leon to go through the watergate.

Until Prince Leon recovers his Auralio's national treasure, his country's Watergate blocks the channel south of the Dankirk Kingdom.

CLAMENTO

Jaffy, the glassmaker in Clamento, is indebted to you and is willing to help in any way. Warp to Clamento and ask Jaffy to make a glass imitation of the Ruby Icon for the Prince of Auralio.



You've done so much for me with the Ruby Apple thing, I'll do whatever I can.

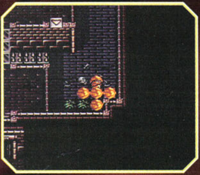
After you find and return the Ruby Icon, Auralio's Watergate will stay open.

DANKIRK NORTH CAVE

While tracking down the thief and the Ruby Icon, locate and activate the four red switches hidden in the caverns inside the North Cave.

BLAST THE BONES

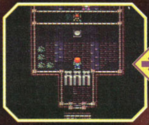
Blast away a pile of dusty bones with a bomb and uncover the button in the lower right corner of this chamber on the second floor of the Dankirk North Cave.



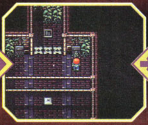
Use bombs on the bone piles. Switches are sometimes hidden beneath the debris.

THE EYES HAVE IT

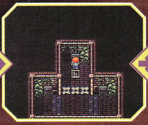
The mysterious magic from three stone eyes suspends a red switch high above a chamber on the third floor. Use your Hookshot to break the spell and close the three eyes in the room.



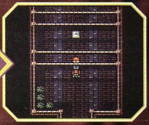
The magical power of three stone eyes suspend this red switch above the room.



Cut away the bushes and use your Hookshot to close the eyes.



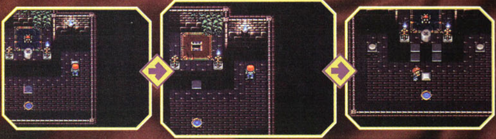
Look for the final stone eye behind the vines at the top of the chamber.



When all three eyes are closed, the red switch will fall to the floor.

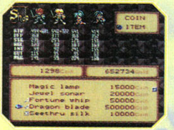
BURN AT BOTH ENDS

The fourth floor of the Dankirk North Cave has two identical rooms joined by a teleporter. Light torches one at a time in both rooms. When all the torches in the rooms have been lit, a bridge will appear and you'll find the final red switch.



FORFEIT ISLAND

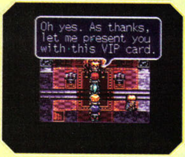
Make a fortune or lose it all at Lufia's largest casino, located on Forfeit Island. While many games are strictly small change, you can get in on the big action. After you return the Ruby Icon to Prince Leon of Auralio, he'll give you his VIP Card. The VIP Card gets you a seat at the table of Forfeit Island's high stakes poker games and access to the most expensive slot machine in the world. When you're done playing, cash in your winnings at the casino store. Be sure to purchase the Jewel Sonar and the powerful Dragon Blade for your Hero and Guy.



1298Coin 652734Gold

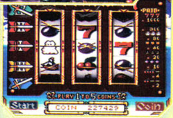
Magic lamp 15000Coin
Jewel sonar 20000Coin
Fortune whip 50000Coin
Dragon blade 500000Coin
Seethru silk 10000Coin

Forfeit Island features bingo, slots and blackjack, and if you have the VIP Card, you can play for big stakes in the poker game.



Oh yes. As thanks, let me present you with this VIP card.

If you help Prince Leon of Auralio, he'll give you his VIP Card. The card gets you into the best games on Forfeit Island.



Forfeit Island offers several different slot machines. Their payout vary, depending on how much you're willing to gamble.

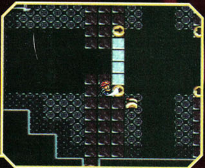
NORTHEAST TOWER

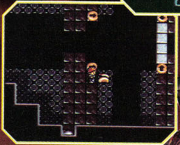
Amon, the Sinistral Master of Chaos, has landed in the Northeast Tower near Fermin Kingdom. Monsters terrorize the countryside as a sickly glow spreads from the tower. You must rout Amon from the tower before Fermin is destroyed.

MOVE THE BRIDGE

You can't walk on the bronze arrows engraved in the floor, but you can change their directions by hitting them with your sword. Swing your sword over the arrows on the left side of the chamber until they point right, then push the switch in the middle of the room.

The bridge slides to the right side of the chamber, where your party can cross the room and climb to new heights inside the tower.

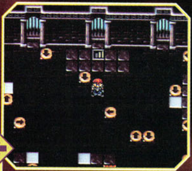


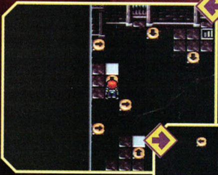


Use your sword to rotate the arrows to the right, then push the switch to move the bridge.

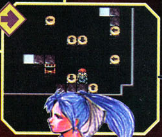
THE PLATFORM MAZE

The silver platforms transport you across the tower's fourth floor, but not always in the direction you're hoping to go. Use your sword to change the direction of each navigation arrow as you weave your way through the chamber.





Make a quick escape by pointing this arrow down and riding the platform to the exit.



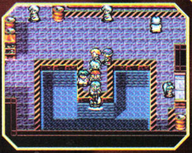
This maze isn't difficult, but you must be persistent if you want two jewels in the room.

PORTOVIA

A ghostly fire smolders beneath the sea, but your party can't reach the source of the Sinistral flame. Perhaps Lexus's friend in Portovia has a solution.

UNDERWATER ADVENTURE

A long time friend of Lexus, Dr. Kirmo is anxious to help the party on its quest. Look for the inventor in the basement of his lab in Portovia. Dr. Kirmo had been working on the designs for a submarine until someone ran off with his plans. If you can find the plans, he will build you a sub.



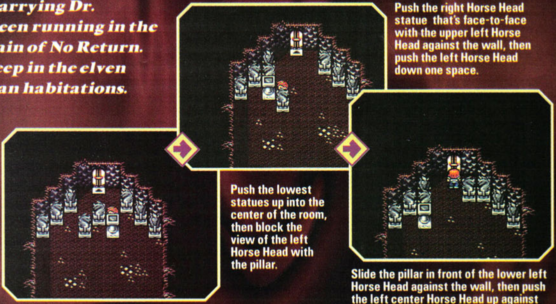
Dr. Kirmo can change your ship into a submarine if he has his blueprints. Find the elf that ran off with the plans.

MOUNTAIN OF NO RETURN

The elf-child carrying Dr. Kirmo's plans was last seen running in the direction of the Mountain of No Return. This towering peak is deep in the elven woods, far beyond human habitations.

HORSE HEADS

The Horse Head statues inside the Mountain of No Return snort a magical barrier that repels anything that their stone eyes see. You need to block their view if you want to recover Dr. Kirmo's plans. While you can't rotate the statues, you can push them against the walls.



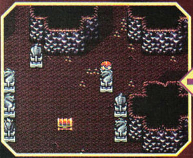
Push the lowest statues up into the center of the room, then block the view of the left Horse Head with the pillar.

Push the right Horse Head statue that's face-to-face with the upper left Horse Head against the wall, then push the left Horse Head down one space.

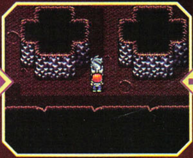
Slide the pillar in front of the lower left Horse Head against the wall, then push the left center Horse Head up against the right Horse Head statue.

THE MANE BANE

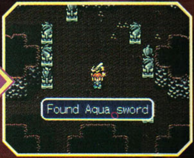
The second Horse Head Maze is the most diabolical puzzle inside the caverns of the Mountain of No Return. If you find yourself stuck in a corner, use the Reset Spell to rearrange the statues and start the puzzle again.



Push this Horse Head statue down until his view is blocked, then walk along the left wall to the bottom of the chamber.



Slide this Horse Head at the bottom center of the chamber up one space. Now you can walk just below the chest.



Found Aqua sword

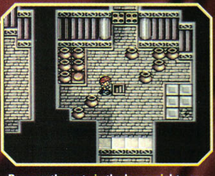
Slide the Horse Head facing left on the right side of the photo up one space. Take the Aqua Sword and walk to the exit in the lower right.

DIVINE SHRINE

The Divine Shrine protects the Mystic Stones of Power. If Amon finds the stones, his magical powers will be insurmountable. You're the only one who can reach the shrine in time.

A DOZEN POTS

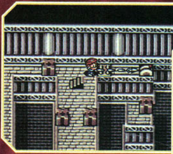
This puzzle is not as complicated as it looks. It's just a matter of moving the lower right pot in each group. The button controls the spikes leading out of the room, while the weak floor in the lower right corner drops you to a treasure chest.



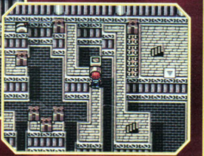
Remove the pots in the lower right corner and step on the weak tile. You'll like what you find.

HAVE HOOK, WILL TRAVEL

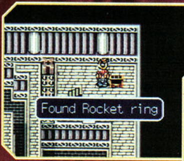
There are several paths and methods for getting around the dual level chamber inside the Divine Shine, but you'll always have to use your Hookshot and Hammer. Latch on to the columns with the Hookshot to pull yourself across gaps. You can also push distant pillars and levers with your Hammer. You'll find the Rocket Ring in the upper right corner of the room.



Your Hookshot won't flip switches, but your arrows or Hammer should get the job done.

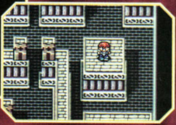


Climb down the stairs and take the Rocket Ring from the treasure chest in the upper left corner.



Found Rocket ring

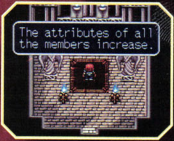
Drop down the holes in the rooms above the chamber to cover every corner of the chamber.



Push the three pillars around the room and use them as portable Hookshot columns.

MORE POWER TO YOU

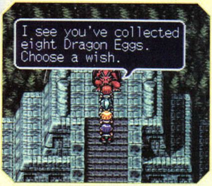
Karyn, the keeper of the Divine Shrine, will be defeated when she banishes the evil Amon. The power inside the shrine cannot be left unprotected. You take the psychic power with you.



The attributes of all the members increase.

DRAGON EGGS

The Red Dragon grants you a limited wish when you find eight Dragon Eggs. You can find the dragon inside a small shrine near the village of Pico, but you need the submarine to land there. The Red Dragon lets you choose between valuable rings, potions or fruits each time you give him all the eggs. If you're short on eggs, check the locations listed on the right. Use the Jewel Sonar to find the chests you missed. You can buy the Jewel Sonar at the casino on Forfeit Island.



I see you've collected eight Dragon Eggs. Choose a wish.

The Red Dragon in the Small Dragon Shrine near Pico will grant your party a limited wish if you deliver eight Dragon Eggs.

① Return to the Cave to Sundletan when you have the Hookshot and cross the watery gap.

② Open all of the chests as you make your way to the switches in the Alunze Castle Basement.

③ Bomb open a hidden passage on the third floor of the Dankirk North Cave.

④ Talk to everyone in the Town of Merix after repairing the bridge to Gordovan.

⑤ Push the pillars over the flagstones inside the North Dungeon near Bound Kingdom.

⑥ Place a box in front of the right door in the North Lighthouse near Parcelyte Castle.

⑦ Drop a bomb at the dead end on the right side of the Flower Mountain teleporter maze.

⑧ Play the five musical tiles in ascending scale inside the Divine Shrine.

RIG FOR DIVE!

Your submarine is docked and waiting for you in Portovia after Amon is banished from the Divine Shrine, but your Sinistral problems are far from over. Eerie lights roil the waters off the shore of the Shrine of Vengeance, frightening the citizens of Barnan. There's an underwater entrance to the shrine off shore, and it's up to you to get to the bottom of the Sinistral tricks and quell the fears of the nearby villagers. Remember to return to port periodically to save your game.

While random monsters roam the seas and the land, there is peace beneath the waves. Your sub is immune to all encounters.

While many role-playing games feature a flying dragon or airship for overland travel, Lufia II takes you deep underwater.

Some mazes in the game have an underwater entrance. Dive into any deep holes you find and get to the bottom of things.

FINAL FANTASY III

Espers, Magitek, a World of Balance, a World of Ruin...sound familiar? It will to most of you, since Final Fantasy III has been on the Super NES Top 20 list ever since its release. For the benefit of those who weren't around for our original three-part review or who don't have the Player's Guide, here's some help for a classic that's still going strong!

BALANCE AND RUIN

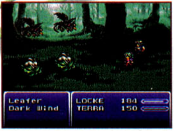
As of this issue, Final Fantasy III will have been on the Super NES Top 20 list for a full eighteen months since its release. At a time when most other games would have been relegated to the back of the closet, FF III is still thrilling armchair adventurers everywhere. Despite the fact that we printed a three-part review in Volumes 65, 66 and 67, and that we dedicated an entire players Guide to this game, it still generates thousands of game play calls and letters from new and repeat players every week. Much of the fun of RPGs is in collecting all of the items and accounting for every single clue. This month, we'll discuss some of those details as well as level-building secrets and tips for beating some of the more formidable foes you'll encounter.

PUMP YOU UP

One of the first questions we always receive on any role-playing game is, "Where can I build my characters' levels?" There are at least three very good places to do this in in FF III. The first two are located in the World of Balance, while the third is found in the World of Ruin.

Figaro Castle

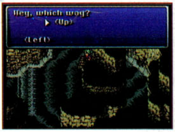
The first level-building location is the forest southwest of Narshe. Spend some time here before you go on to Figaro Castle. The enemies in the dunes around Figaro Castle will be too tough for you at this point in time, and the Leafer enemies in the forest hold hidden bonuses. If you use Locke's Steal ability on a Leafer in battle, chances are you'll get a health-restoring Tonic for your efforts. These Tonics will easily sustain you until you decide to move on. Whenever a new character joins your group, he or she will be within three or four levels of your other party members, so take the time to gain a lot of experience before you embark on your first quest. Even if you raise your levels fairly high early in the game, you should always take the time to gain experience as you go along. You may get past one obstacle or enemy easily, but the next may demand a much higher level of power and skill to overcome.



The Leafers and Dark Winds won't give you much trouble.

Lete River

You'll find the second level-building location on the Lete River after Banon joins up. Ride the rapids until you come to the first Save Point. Save your game and sail to the next intersection. The left fork will take you further downstream, but the upper path will bring you back around to this spot. Go around this loop as long as you like, defeating enemies and gaining money and experience. Use Banon's Health ability to keep the party alive and well. If you have a controller with a turbo feature, you can set it so that the party will loop around on their own. On the Config sub-screen, switch the Command Set (Cmd.Set) option to "Short," then set Banon's battle commands so that "Health" is at the top of the list. Set the A Button on your controller to automatic turbo (if it has that option) or tap the A Button down with the turbo on. Now your party will loop around the river and fight all the random battles automatically.



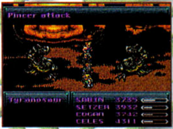
Hey, which way?
▶ (Up)
(Left)

It will still take a long time to get to level 62, the recommended level for finishing the game.

Chances are that Banon's Health ability will prevent party members from being defeated, but you can check on them every so often, just in case. Once you're ready to head down river, take the left fork and sail onward.

North of the Veldt

If you find that you have progressed faster than you should have, or you just want to build up some insurance before a big battle, we've found one good level-building spot in the World of Ruin. It's the forest to the north of the Veldt and west of Triangle Island. This stretch of woodland is home to large numbers of Tyranosaurs and Brachosaurs, which are worth a few thousand experience points each. If you've found a place in the World of Ruin that you think is better for building experience levels, let us know.



These daunting dinos are worth the effort to defeat.

PUZZLES AND PERILS

Now we'll turn our attention to some of the common questions we've received as well as some clever tips we've gathered over the last year and a half. Enjoy!

Cave to South Figaro

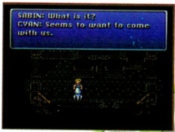
As you escape from Figaro Castle astride the Chocobos, you'll battle troops in Magitek armor. After the battle is won, don't use any items to restore your strength unless you're near collapse. The cave at the southern edge of the desert contains a Recovery Spring and several basins of magic water, which will restore the entire party at no cost. Besides the free energy boost, you'll also find a number of treasure chests that contain useful, but common items. If you leave the chests unopened and return after you rescue Celes, some of them will then yield valuable bonuses like the Thunder Rod and the X-Potion.

Received "Thunder Rod"!

Being patient will pay off in a big way.

Phantom Foes, Phantom Friends

Hungry ghosts will dog your every step through the Phantom Forest, but there is a Recovery Spring along one of the paths. Once you reach the Phantom Train, head to the caboose to turn a potential foe into a temporary friend. A ghost will join you for a short time, and he'll come in handy, especially if Shadow decides to leave. Ghosts can Fight or Possess in battle, but if they do the latter, they'll disappear along with the vanquished enemy. Don't use Tonic during a fight, either, since it is "poisonous" to your otherworldly ally. Have a between-battle snack in the dining car if you need to replenish your energy. This ghost will leave you before you get off the train, but you can recruit more ghosts in other haunted areas of the game.



SABIN: What is it?
CYAN: Seems to want to come with us.

You can have up to two ghosts in your party at a time.

Figaro Revisited

Much of your time in FF III is spent crossing and re-crossing the land, following up myriad clues and leads. On your second visit to Figaro Castle, take advantage of royal privilege and place Edgar at the head of the party. The shopkeepers will be so delighted to serve His Highness, they'll give him a 50% discount on all purchases! If you're still short on cash, send the party into the desert for a few rounds with the resident monsters. You'll build up both your cash reserves and your experience points. When you need a breather, have a snooze in the royal bedroom. You'll wake up refreshed, and it won't cost you a single gold piece!

Imperial Banquet

After the Espers destroy the city of Vector, Emperor Gestahl will call a truce with the rebels and invite you to a banquet to discuss a peaceful settlement to the war. Before you sit down to dinner, he'll ask you to talk to his soldiers. Once the meal begins, the Emperor will bombard you with questions. Each guard you talk to and each question you answer is worth one or more Peace Points. If you score well on the Peace Point scale, the Emperor will propose a very generous peace settlement after the banquet, and he may even give you a reward for helping end the conflict. The chart below shows the best answers to the Emperor's questions. The Peace Point value for each soldier may vary, but if you want the Emperor to open the weapon chamber at the Imperial Base, you should talk to at least 15 soldiers. If you score over 90 Peace Points, the Emperor will liberate South Figaro and Doma, open the weapon chamber and give you the Tintinabar and the Charm Bangle.

Phepppp. Returner scum!

01:40

If you fight, you won't receive points for that soldier.

Save Cid's Life

Like its predecessors, FF III is surprisingly poignant at times without being too sappy. At the beginning of the World of Ruin, Celes awakens from a year-long coma to find that Cid has been caring for her since Kefka set off a world-shaking explosion. Now that Celes is well, however, Cid begins to lose his will to live. You can save his life, but you'll have to act quickly. There are four kinds of fish in the waters around the island, but only the Delicious Fish, which are very strong swimmers, will restore Cid's strength. Exit the house and go down to the shore. Look for a fish that is swimming rapidly, grab it and take it to Cid to eat. If there are no fast moving fish, return to the house, talk to Cid then go outside and check again. Keep feeding Cid until he fully recovers.

CELES: No...NO!!
You promised you'd stay here with me!!

If you don't care for Cid properly, he'll sicken and die.

Question	Answer	Points
A toast for?	For country	5 Points
Kefka's fate?	Leave in jail	5 Points
Poisoning Doma?	Inexcusable	5 Points
Celes's loyalty?	Celes is one of us	5 Points
Questions for me?	Ask all three and don't repeat yourself	2 Points
About Espers?	Espers went too far	5 Points
Your first question?	Repeat the first of your three questions	5 Points
Need a rest?	Rest	5 Points
(You'll be attacked at this time. Defeat the guards for points.)		
What...want to hear?	War is truly over	5 Points
Go to Albrook together?	Yes	3 Points

I've Fallen, and I Can't Get Up

Quite a few adventurers return to the Serpent's Trench for one reason or another. They are often looking for clues as to what to do next, or they're collecting treasures that they missed on their first swim through. (The left fork takes you straight to Nikeah, while the longer route to the right holds extra treasure.) Whatever the reason, many don't remember or realize until after they've taken the plunge that the trench is a one-way path. If you've fallen into this predicament and need to return to the Veldt to pick up your Airship, first complete your journey through the trench. You'll appear at the seaport town of Nikeah, as you did before. Head northeast until you come to the Phantom Forest.

Take the right fork in the Serpent's Trench for extra loot.

Once through the forest, continue northeast until you reach Baren Falls. Jump off the falls to return to the Veldt. If you went through the trench and made your way to South Figaro, go back through Mt. Kolts and onward to the Returner's Hideout. Ride the Lete River rapids. You'll come ashore at the same place you did on your previous journey. Walk south to reach the Phantom Forest, then proceed to Baren Falls and the Veldt.

Northern Dragons

During the course of your travels, you'll come across a wide variety of people, including a band of thieves. They'll talk about a "dragon in the northern forest," but many players have been left wondering what they're referring to. There are two theories as to the origin of these tales.

Are the Tyranosaurs and Brachosaurs the "dragons" of legend?

The first theory suggests that the stories have to do with the Brachosaurs in the stretch of forest north of the Veldt and west of Triangle Island. This is the same forest we cited as being a good place to build experience levels in the World of Ruin. One element that may have lent an air of legend to the Brachosaurs is that they are the only enemies in the game that may leave an Economizer behind after a battle. The second theory is that the thieves are referring to the Zone Eater that lives on Triangle Island itself. It is within this ravenous beast that you'll find Gogo, one of the most elusive characters in the game.

Coral Quota

Ebot's Rock was hidden from sight until Kefka changed the face of the world. Now that it is visible, you must seek out the monstrous Hidon, the creature that makes its home in the dank tunnels below. Be sure to include Strago and Relm in your party when you make the flight from Thamasa to this rocky islet. You won't be admitted into the inner cave without them. Once inside the cave, use the teleporter plates to go deeper underground. You'll eventually encounter a talking treasure chest that is hungry for coral. Continue teleporting around the cave and collect 22 pieces of coral from other chests, then feed them to your hungry charge. You must collect all 22 pieces in one trip through the cave. If you go out and come back, you'll have to start over. If the chest is satisfied with his crunchy meal, he'll move aside to reveal the entrance to the inner cave.

Received 5 pieces of "Coral."

Search the cave for other treasure chests with coral inside.

THE COLOSSEUM

Fighting in the Colosseum is not essential to completing the game, but it can yield some significant bonuses. You can win items here that are found rarely or nowhere else in the game. The Colosseum is located on the northern tip of the western continent in the World of Ruin. If you wager one of your items, arms or armor, you'll then face an opponent in the arena. If you defeat your opponent, you'll be awarded a different item or piece of equipment in return. If you wager something valuable, you'll receive something that's at least as good in return. If you wager something trivial, you run the risk of battling Chupon, who has the annoying tendency to sneeze on opponents he deems unworthy or cheap. The chart below shows some of the most asked about items that can be won here. Bet the item in the first column to win the item in the second column. The third column describes the benefits of the item you've won.

Sneeze
Chupon
SABIN 4738

There's no defense against Chupon's sneeze.

Battle Tactics

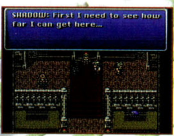
Battles in the Colosseum are fought automatically by the computer, so you won't be able to direct your party's actions. You can, however, balance the odds in your favor. Equip the Offering (doubles the user's number of attacks), the Genji Glove (allows user to attack with a weapon in each hand) and the Muscle Belt (doubles the wearer's HP) if you have them. This is the most effective tactic to use against Chupon and Cactrun.

Bet	Win	Benefit
Genji Armor	Air Anchor	Tool that makes enemies self-destruct
Sky Render	Aura Lance	Most powerful spear
Gem Box	Economizer	Spells cost 1 MP
Tintinabar	Exp. Egg	Doubles exp. points earned when equipped
Ragnarok Sword	Illumina	Most powerful sword
Rename Card	Marvel Shoes	Effects vary with user
Chocobo Suit	Moogle Suit	Vastly increases MPs
Thunder Blade, Blizzard or Evil Oscar	Ogre Nix	Absorbs MP then uses low MP attack
Aura Lance	Sky Render	Most powerful sword for Cyan
Magus Rod or Stunner	Strato	Adds 199 points to Cyan's battle power
Aegis Shield or Imp's Armor	Tortoise Shield	Cures Imp, allows user to learn Imp

The Dragon Boots may also come in handy against Cactrun, allowing you to use the Jump attack.

Find Shadow

One of the best reasons to fight in the Colosseum is getting Shadow to rejoin the party. The last time you saw him, Shadow was recuperating in Thamasa. You won't see him around the Colosseum at first, but if you bet the Striker, he'll take up your challenge and face you in the arena. Don't worry about hurting him. Give it your best shot, and if you win, Shadow will take up the quest with you once again.



SHADOW: First I need to see how far I can get here...

Shadow will appear only if you waited for him on the Floating Continent.

MONSTERS & MAYHEM

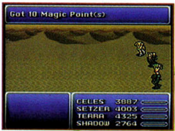
We'll wrap up this month's installment of Epic Strategies with tips on trouncing some of the tougher, craftier enemies in the game. We'll also reveal how to gain special items and great bonuses from certain battles.

Number 024

One of the first really tricky battles you'll have is with the mysterious entity known as Number 024. Your party should be at least experience level 18. Cast Haste on your people and use your strongest attacks and special abilities. As the battle progresses, Number 024 will change his weak point at random. Use the Scan command to find out what his current weakness is, then exploit it.

Cactrot

Cactrot is not a major enemy, but he's not exactly your run-of-the-mill evil minion, either. Cactrot is an odd plant-like being found in the desert south of Maranda. He has only three hit points, but he's very tough and tends to run away before you can damage him. If you're lucky enough to defeat him, however, you'll gain 10 magic points and 10,000 gold pieces! To increase your chances of defeating him, place Edgar at the head of the party and have him attack with either the Drill or the Chainsaw.



Got 10 Magic Point(s)

If you win, you'll get 10 magic points and 10,000 gold pieces!

The Atma Weapon

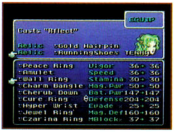
The Atma Weapon is one of the last major foes you'll encounter on the Floating Continent just before Kefka sets off his doomsday device and creates the World of Ruin. Your party should have an average experience level of 27 or better. The Atma Weapon's primary attacks are Flare and Quake, so try to drain its magic power with Osmose. Follow up with the strongest flying weapon (Shadow's Bolt Edge, for example) and normal physical attacks you can muster. If this doesn't work, you might try recruiting the Moogle's help. The Moogle's Cave-In dance will inflict up to 9,999 points of damage, and the Snare dance may cause the Atma Weapon to disappear altogether.

Fight
Throw
Magic
Item
CELES 819
SABIN 933
EDGAR 859
SHADOW 622

The Moogle's dances may succeed where all other tactics fail.

Mage Master

Like Number 024 before him, the Mage Master can change his weak point at random during battle. To combat this ability, cast Berserk on the Mage Master to muddle his wits. If he's confused, he won't be able to change his weakness.



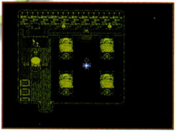
```
Casts "Reflect"

Relic   :Gold Hairpin
Relic   :RunningShoes TERRA

:Peace Ring    Vigor    36→ 36
:Amulet        Speed    36→ 36
:Wall Ring     Stamina  30→ 30
:Charm Bangle  Mag.Pwr  50→ 50
:Cherub Down   Bat.Pwr147→147
:Cure Ring     Defense204→204
:Hyper Wrist   Evade    25→ 25
:Jewel Ring    Mag.Def160→160
:Czarina Ring  MBlock   37→ 37
```

Wall Rings will also reflect Mage Master's spells back in his face.

Now cast your strongest attack spells until you find one that does a lot of damage. For added insurance, you can cast Life 3 and Reflect on your party to combat his Ultima spell and to bounce any other attack spells back at him.

Wrexsoul

Normal battle tactics will avail you nothing against Wrexsoul. If you have the X-Zone spell, cast it on his flaming underlings, the Soulsavers. If you defeat both of them at the same time, Wrexsoul will vanish as well. If you don't have that spell, then be prepared for a protracted battle. Wrexsoul will possess one of your party members, and you must defeat him or her to damage your foe. When Wrexsoul returns to his own body, revive your ally with a Fenix Down or a Life spell. Now you can concentrate on the villain himself. Use your strongest physical attacks and cast Ice spells to cool Wrexsoul's raging fires. It will take a long time to defeat him, but if your party's average experience level is 55, you'll eventually claim victory.



Save your game before the battle, just in case.

Hidon

You needn't worry about Hidon giving you too much trouble. In fact, the Life spell will defeat him almost before he can draw a single breath! You may want to let him cast his Grand Train attack spell once, though, so Strago can learn how to use it. If you want to make Hidon reappear so Strago can learn the spell, return to Thamasa and talk to Gungho, then go back to Hidon's hideout beneath Ebot's Rock. The slimeball will be waiting for you!

Fight
Sketch
Magic
Item
STRAGO 3142
TERRA 3804
CELES 3751
RELM 2879

Strago needs to observe a spell only once to duplicate it.

©1994 Solid Software

MOHAWK AND HEADPHONE JACK™

CONTINUED FROM VOLUME 84...

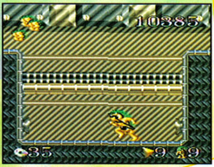
Armed with even more level layouts and helpful hints for this hot new game, you should have no hassles navigating our green-haired hero through the last few fast-spinning stages.

MECHANICAL WORLD

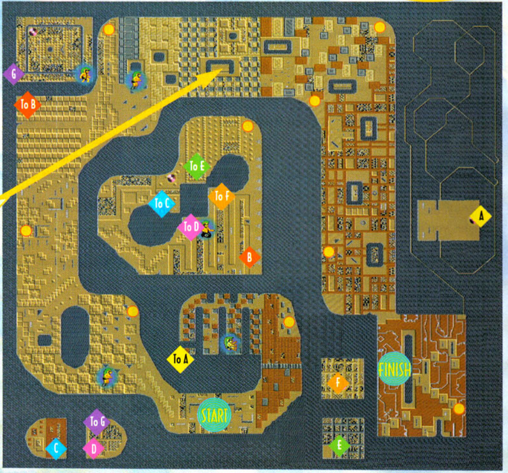
Mohawk must make his way through a world of mechanical mayhem with the aid of some well-placed warp portals. Carefully track Mohawk's movements through the teleports.

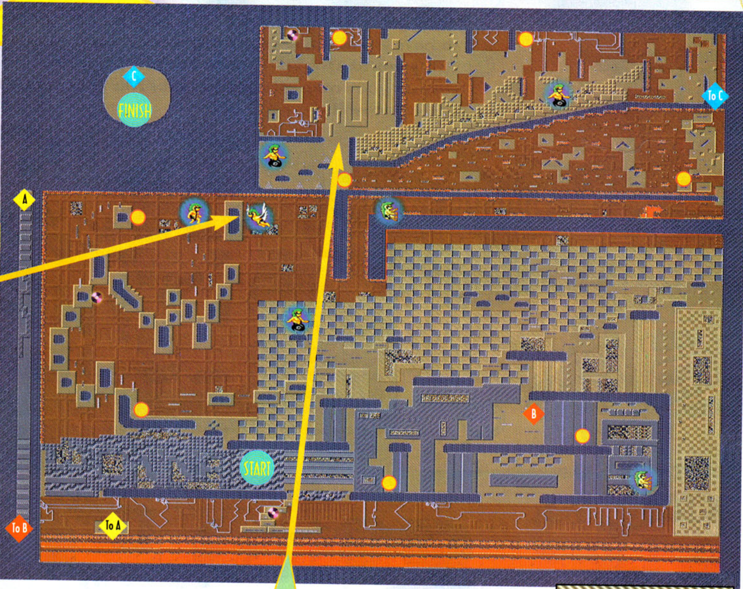
Watch Your Warp Speed

Don't start running through warps willy-nilly or you're liable to end up in some undesired locations. Walk into the warp portals and then stop a moment to figure out where Mohawk has materialized before moving on.



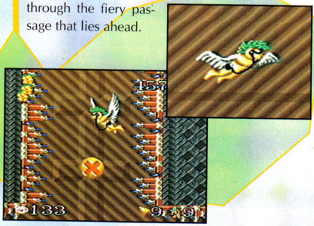
To amass some CDs, head to this room and go left, right, right, right, and left through the portals.





Earn Those Wings

Start the stage by leading Mowhawk (with the aid of a warp) to the corridor on the left of the map. Snag the CDs and then warp your way to the B portal. Next, leap along the platforms to the left to find some wings in the high reaches of the room. Now you can flap your friend through the fiery passage that lies ahead.

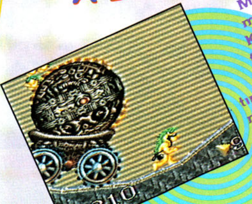


Burn Some Rubber

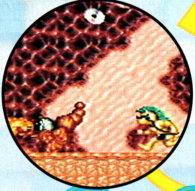
In this spot, Mohawk will have difficulty leaping over a looming wall if he doesn't snatch up some well-hidden wheels first. He'll find them lurking somewhere above these three platforms. If he puts them to good use, Mohawk won't even break a sweat getting over the high hurdle.

A BIGHEADED BADDIE

A simple strategy will keep Mohawk ahead of this motor-powered monster. Keep Mohawk moving in front of the boss's buggy, and just when the treacherous tires are about to make tread marks on his back, roll him into a ball and burst the boss's wheels with his spikes.

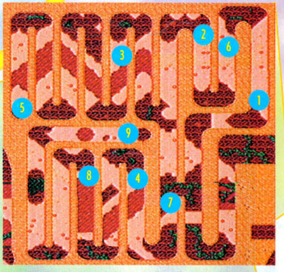


STUCK IN THE GUT

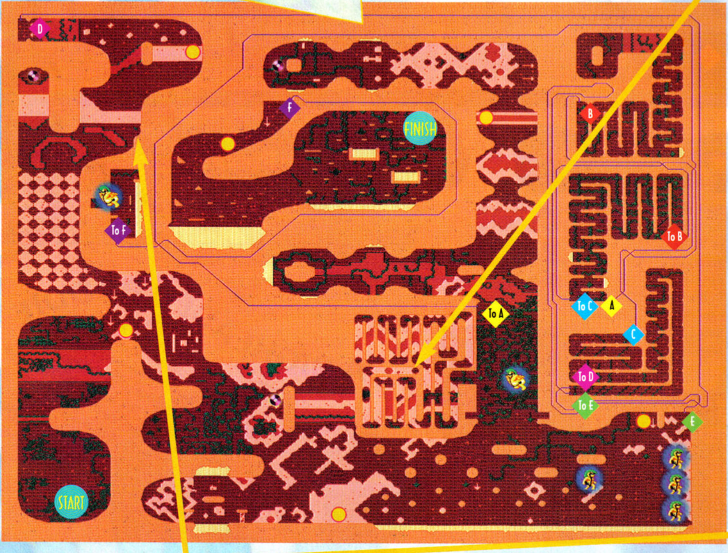


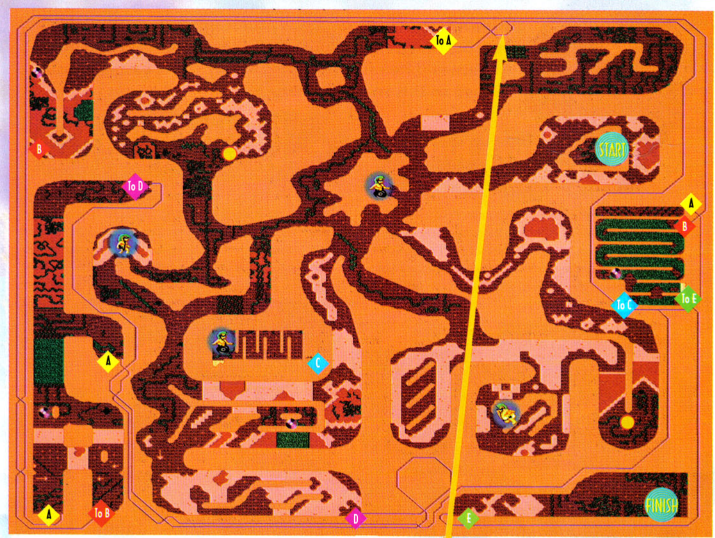
This level is aptly called the Guts because you're sure to have a real tummy-turning time in this topsy-turvy world. Our advice is to take deep breaths and consult your map often; otherwise Mohawk is liable to get lost in the sand.

Spin the Switches



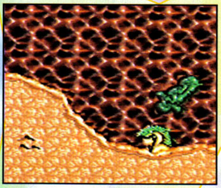
Fire walls can quickly cut the game short unless Mohawk remembers to spin the switches that douse these scorchers. But knowing which switch to spin can be a real problem. Luckily, we're offering this handy guide so that you'll know which switch affects which wall. For example, if you spin switch #1, it will extinguish the wall that leads to switch #2. Just be sure not to spin them twice!





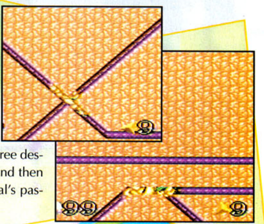
Head in the Sand

Trying to get into the room in the upper-left side of the map can leave you stymied unless you know the secret of the sands. When you reach the right side of the hill that surrounds the room, simply push down and left on the Control Pad and you'll snake your way through the dune and end up in the right side of the room. Use this tip and you'll be at the finish line in no time.



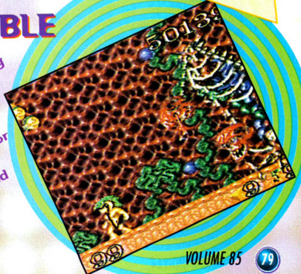
Go Down the Tubes

Unlike other sections of this game where the path you take through a pipe is predetermined, if you enter the pipe in this area, you can pick your own point of exit. Just study the map to decide which of the three destinations you want Mohawk to end up at, and then use the Control Pad to control your little pal's passage while he shoots through the tubes.



DOUBLE TROUBLE

This head case proves that beating two heads is harder than one, but Mohawk has a fighting chance if he focuses on hitting just one ugly mug at a time. Simply smash the boss's bony noggins with a spike attack whenever his heads come down for a closer look at you. But watch out for the big guy's bombs, or your game might end with a bang.

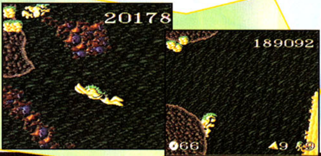


DEEP IN THE VOLCANO

Although spinning switches and leaping over lava lakes may first seem like simple feats, Mohawk is sure to go up in flames if he can't find the Blimpy icons that are easily missed in this molten maze.

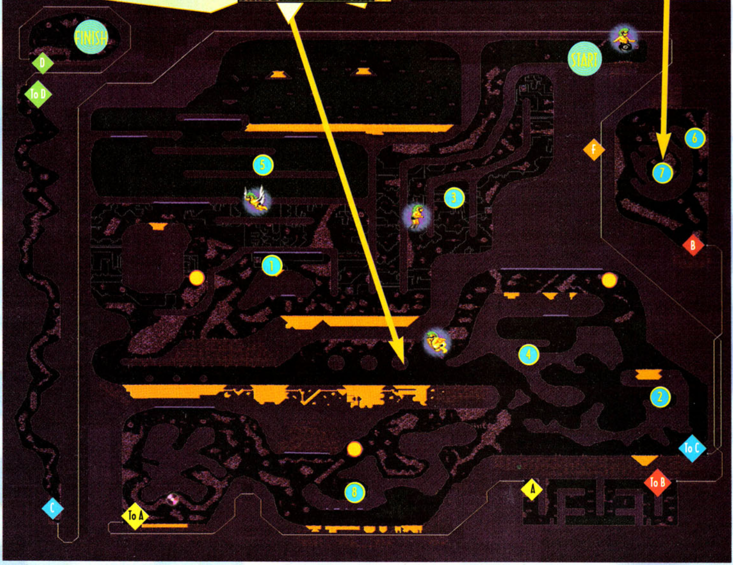
Blimpy's Just Above You

Why risk a fiery fall when you can float above the flames? When you reach the three boulders that are hovering over a lava pool, look for the Blimpy icon that's barely hidden above the boulder on the right. If Mohawk makes a leap for it, he may just soar through most of this stage.



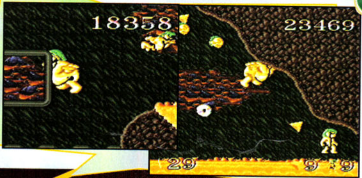
It's Hard Being a Switch Hitter

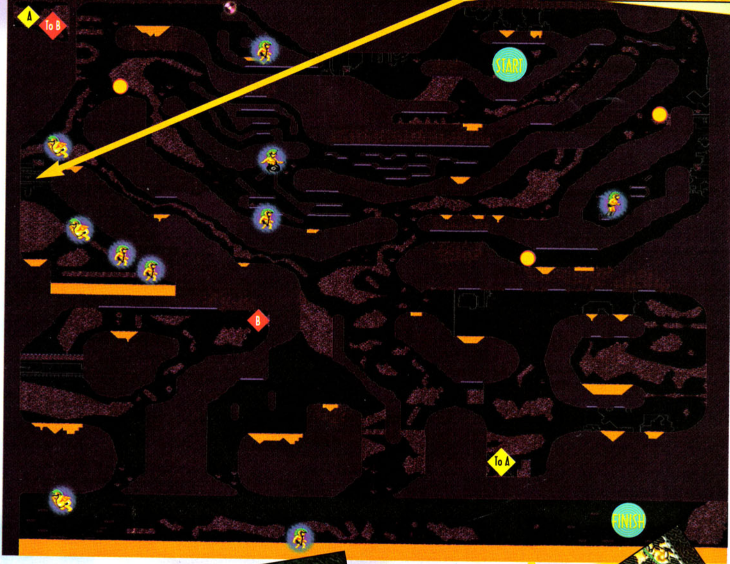
In this sweltering stage, hitting switches to put out fires can be downright frustrating. Because a few of the switches are positioned over fiery ponds, you'll likely take a lava bath if you leap for them. In these cases, you'll need to be in Blimpy form to safely flip a switch. Like we did for the last level, we've numbered the switches on the map to make Mohawk's job a little simpler.



Big Bonuses for Blimpy

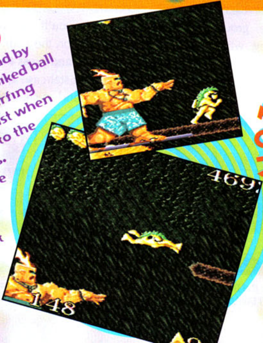
If Mohawk makes it to this molten pool, he's just a jump away from some big bonuses. Leap to the left side of the lake and hit the Blimpy icon just as you begin to fall off the rock face. Now float down to the base of the face and snag the bonuses. Be sure to float back up before your Blimp power wears off!





FLAMING FIEND

Beat this blockhead by rolling into a spiked ball while he's surfing after you, and just when he hits, jump up to the higher platforms. Staying high above him is safe, but you'll have to come back down to defeat this dude.



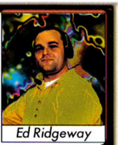
LAST BUT NOT LEAST

Mohawk's work is far from finished! Nothing but bad news awaits our little buddy in the next level where loads of enemies are dead set on his destruction. But that's child's play compared to Mohawk's final challenge: Can he defeat the dastardly Headslot?!?

COUNSELORS' CORNER

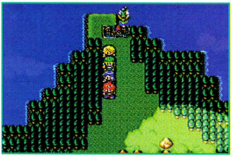
LUFIA & THE FORTRESS OF DOOM

HOW DO I GET MY SHIP BACK?

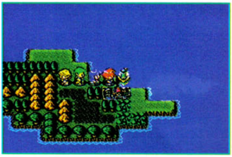


Ed Ridgeway

Many adventurers lose their ships after they journey inland but all coastal cities have ships for the taking. If you use the Swing Wing item or cast the Warp Spell, you can return to any coastal city you visited earlier in the game to get another ship. Swing Wings are available at most item shops, and Roks also leave them behind after battles. Wing back to the coast and look for your ship on the outskirts of town.



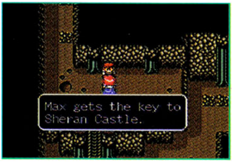
Most adventurers lose their ships as they explore inland. All is not lost. Use the Warp Spell or Swing Wing to return to a coastal city.



All coastal cities have ships waiting to be chartered. Warp back to a city you've already visited and board a vessel. Hoist the mainstay!

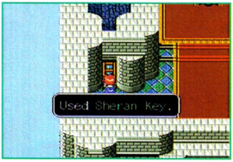
WHERE IS THE KING OF SHERAN CASTLE?

Before you can find the king, you need the Sheran Key. You can find the key in the cave north of the town of Chatam. After Lufia joins the party, journey to the cave and talk to the soldier lying on the ground. He'll give you the Sheran Key, which appears in your inventory under the Scenario list. Return to the Sheran Castle throne room and use the key to unlock the left door. Inside you'll find a small room with a switch on the wall. Stand in front of the switch and press the A Button to make a hidden staircase appear. Climb down the stairs and speak with the King of Sheran.



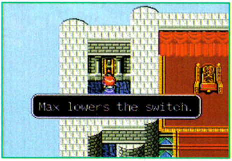
Max gets the key to Sheran Castle.

You need the Sheran Key to find the king. Talk to the soldier in the cave north of Chatam.



Used Sheran Key.

Use the Sheran Key on the throne room's left door. Inside you'll find a switch on the wall.



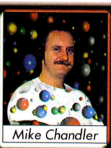
Max lowers the switch.

Stand in front of the switch and press the A Button. Walk down the stairs to find the king.

Super NES

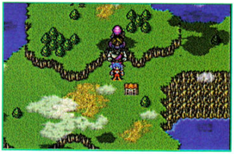
BREATH OF FIRE II

WHERE IS THE BEST FISHING ROD?

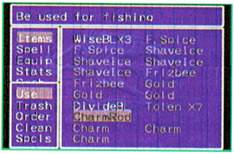


Mike Chandler

You can find the strongest fishing rod, the CharmRod, in a small inn southeast of Evrai. You cannot reach Evrai or the inn until you have the Great Bird from city of Windia. When you find the inn, look for the CharmRod on the second floor of the building. In the bottom right corner of the room is a set of dresser drawers. Open the drawers to take the fishing rod.



You can find the CharmRod, the strongest fishing pole in the game, in an inn southeast of Evrai.



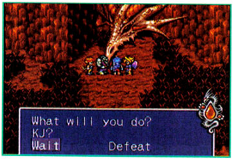
Be used for fishing

Items
Spell
Equip
Stats
Use
Trash
Order
Clean
Spcls
WiseBLX3
F.Spice
F.Spice
ShaveIce
ShaveIce
ShaveIce
ShaveIce
Frizbee
Frizbee
Gold
Gold
Gold
DivideBL
Tolen X7
CharmRod
Charm
Charm
Charm

Equip your hero with the CharmRod and forget all the fish tales about the one that got away.

HOW MANY ENDINGS ARE IN THE GAME?

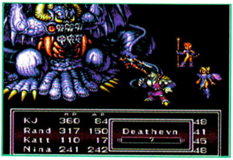
There are three possible endings in Breath of Fire II. You'll see the worst ending if you tell the dragon in Gate that you don't want to fight the final enemy, Deathevn. You'll see a better ending if you agree to fight Deathevn after defeating the Old Man and Guardeyes at Evrai. To get the best ending, find Eichichi in the town of Guntz and ask her to join your township. Defeat Guardeyes but let the Old Man live, then talk to Eichichi before confronting Deathevn.



What will you do?
KJ?

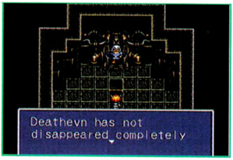
Wait
Defeat

You'll see the worst ending if you tell the White Dragon in Gate that you won't fight Deathevn.



HP
AP
KJ 360 84
Rand 317 150
Katt 110 17
Nina 241 242
Deathevn
?
48
41
45
48

You'll see a better ending if you best Guardeyes and the Old Man before defeating Deathevn.

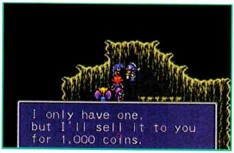


Deathevn has not disappeared completely

Live happily ever after by saving the Old Man and finding Eichichi before you defeat Deathevn.

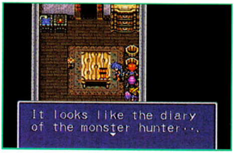
WHERE DO I FIND MORE OWL FRUIT?

To catch a Uparupa you must use Owl Fruit as a bait. You can buy one Owl Fruit for 1,000 gold in the Sea Cave, but you'll need more than one to catch the wily beast. The Monster Hunters know about Owl Fruit. Visit the hunters at their house west of Windia. If you've saved the Queen of Tunlan and visited the Sea Cave, you'll find a diary inside the house. Read the diary and learn the fate of the Monster Hunters, then walk out the back door and fight the creatures in the garden. If you win, you can always find Owl Fruits growing in the garden when you need them.



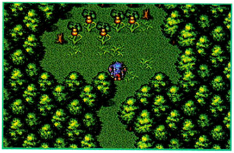
I only have one, but I'll sell it to you for 1,000 coins.

Uparupas love Owl Fruit. You can buy one in the Sea Cave, but you'll eventually need more.



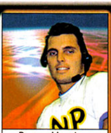
It looks like the diary of the monster hunter...

Visit the Monster Hunter's home and read the diary, then defeat the creatures in the garden.



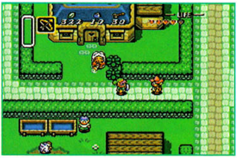
If you ever run out of Owl Fruit, return and pick more from the Monster Hunters' garden.

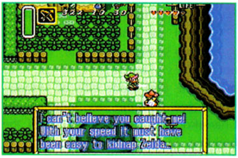
THE LEGEND OF ZELDA: A LINK TO THE PAST


Roger Harrison

HOW DO I CATCH THE RUNNER?

You can catch up to the Running Man in Kakariko Village if you have the Pegasus Shoes. Sneak up on him from the left side of the village and hold the A Button as he starts to run away. If your timing is perfect, you should have no problem catching him. The fleet footed villager won't give you any Rupees or items, but he does have advice for finding hidden treasure.

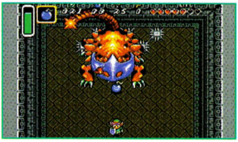

You can catch the Running Man if you sneak up on him from the left side of the village.

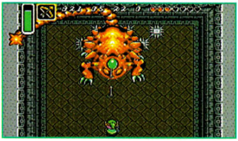

I can't believe you caught me! With your speed it must have been easy to kidnap Zelda..

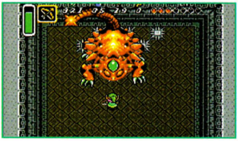
Press and hold the A Button as soon as the Running Man starts to turn and sprint away.

HOW DO I DEFEAT THE HELMASAUR KING?

You need to remove the mask from Helmasaur's head before you can defeat him. Place some bombs in front of the monster when he backs up against the wall. When Helmasaur steps forward, the bombs will explode underneath the mask and crack the hard shell protecting his head. If you run out of bombs you can use your hammer, but you'll have to stand right in front of the beast and hit him at least twenty times. After the mask is gone, you'll see a green spot on the top of Helmasaur's head. Use your sword or arrows on the green spot until Helmasaur abdicates his throne.

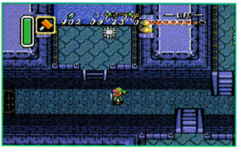

Blast off Helmasaur's protective mask by placing three bombs beneath the monster's chin.

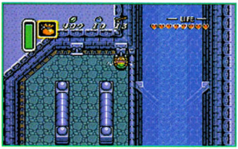

After the mask is chipped away, aim for the large, green spot on top of Helmasaur's head.

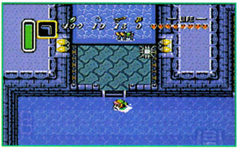

Avoid Helmasaur's pointed tail by moving forward and standing toe-to-toe with the beast.

HOW DO I REACH THE SWAMP PALACE LADDER?

You must open the Watergate in the Light World to reach the top of the short ladder in the Dark World's Swamp Palace. Walk outside the palace and use the Mirror to warp back to the Light World. You'll find yourself standing in front of the Watergate reservoir. Enter the building and open the floodgate by pulling back on the switch on the right side of the chamber. Exit the Watergate room and step on the sparkling pool where you used your mirror. The water released in the Light World floods the Swamp Palace in the Dark World. If you have Zora's Flippers, you can jump in to the water and swim to the short ladder. If you need the flippers, look for Zora in the northeast corner of the Light World.


This short ladder is beyond your reach until you flood the chamber. Return to the Light World.


Open the Light World Watergate and release the water in both the Light and Dark Worlds.

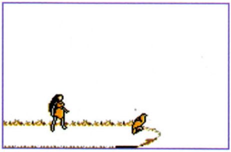

Using Zora's Flippers, you can swim across the flooded chamber and climb the short ladder.

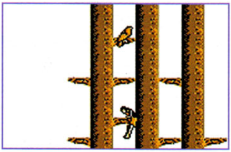
POCAHONTAS

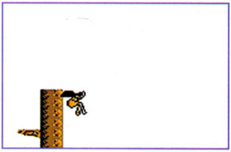
HOW DO I MAKE THE FINAL LEAP?

Monica Robins

The final leap to save John Smith is the toughest move in Pocahontas. It must be executed with perfect timing. Dive into the water as the Eagle starts to fly away at the beginning of the stage. Swim underwater to the right and, after you surface, run back to the left and climb up to the Eagle. The Eagle gives you a special power that allows you to jump to the end of the stage. Leap from the trees and run right to the edge of the cliff. To activate the Eagle power, you must jump off the edge of the cliff as you run. If your timing is perfect, you'll leap over a tree and reach John Smith in time.

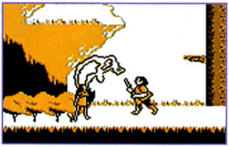

You only have one chance to save John Smith, but first you need to catch the Eagle.

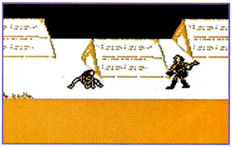

Run to the left and climb up into the trees to reach the Eagle. You must make every jump.


The Eagle's power lets you make the leap between the high cliffs at the end of the stage.

HOW DO I USE THE BEAR SCARE?

The Bear Scare technique creates a thunderous roar that scares away potential foes. You learn the Bear Scare from Mother Bear after you give her the bee hive. To use the Bear Scare, hold Up on the Control Pad and press the B Button. The Bear Scare will not work if the settlers are standing at the opposite side of the screen. If you need to move closer, use the power of the Wolf to sneak up and surprise them.


The Bear Scare technique will only work if you have the element of surprise. Hold Up on the Control Pad and press the B Button before the settlers can react and raise their guns.


The stealth and cunning of the wolf technique is the best method for sneaking up and scaring armed sentries. Try closing in when the settlers turn their backs and walk the other direction.

Q & A FAST FACTS

Write To:
Counselors' Corner
P.O. Box 97033
Redmond, WA 98073-9733

MADDEN '96

Q: Can you trade players between teams?
A: Yes.

Q: What are the best teams?
A: San Francisco, Dallas, Minnesota, Miami, Pittsburgh and All-Madden.

Q: Can you erase the World Records?
A: No.

EARTHWORM JIM 2

Q: What is the maximum number of lives Jim can have in the game?
A: Just like a cat, Jim can have up to nine wormy lives.

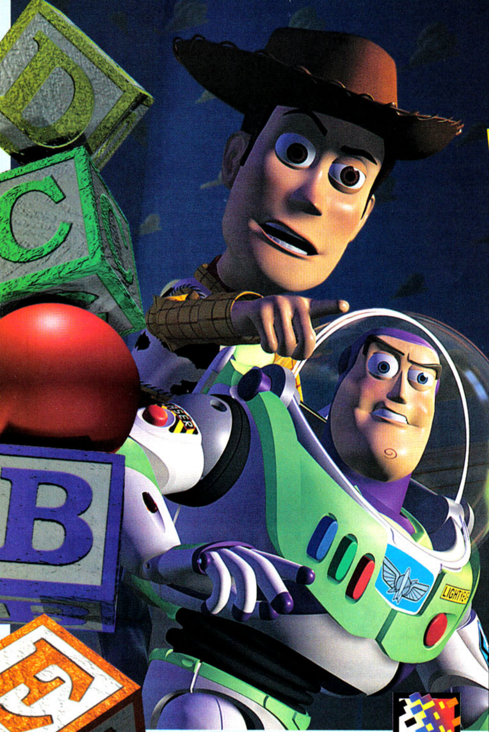
Q: What is Jim doing when I press Up on the Control Pad and the X Button at the same time?
A: He's activating the Flex Shield. He uses it to guard against projectile attacks.

DEFENDER/JOUST

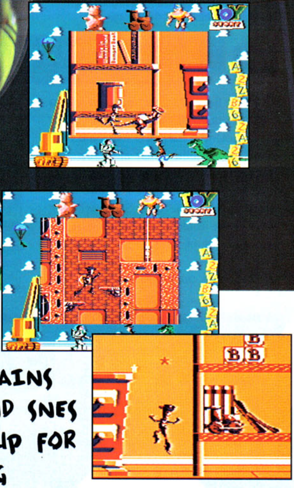
Q: How do I get out of hyperspace in Defender?
A: Defeat all the enemies on the planet.

Q: Is there a special ending or are there extra continues in Defender or Joust?
A: No.

Q: How do I escape Joust's Lava Hand?
A: Rapidly flap the bird's wings by pressing the B Button.



DISNEY'S TOY STORY



Super GAME BOY

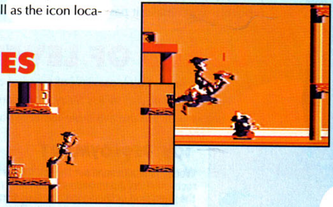
DISNEY'S TOY STORY HAS COME TO THE GAME BOY AND REMAINS TRUE TO THE SILVER SCREEN AND SNES VERSIONS. WE HOPE YOU'RE UP FOR A CHALLENGE BECAUSE HELPING WOODY WORK HIS WAY THROUGH THIS WORLD OF PERILS AND PITFALLS IS ANYTHING BUT CHILD'S PLAY.

©1996 The Walt Disney Company
©1996 T•HQ All Rights Reserved.

HOWDY Y'ALL

Welcome to Woody's world where wonders never cease. We hope our tips and maps will make your game play a little easier, but you can get an even bigger scoop on Toy Story by checking out the maps for the SNES version in Volume 81. Most of the level maps, as well as the icon locations, are pretty much identical for both versions.

MULTIPLE MODES



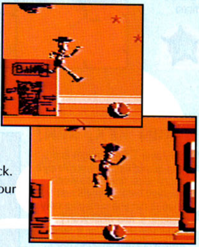
Sadly, some of the more interesting play perspectives in Toy Story for the SNES are absent in the Game Boy Pak, but there are still enough variations on the basic side-scrolling theme to keep players pleasantly surprised. In one stage, you'll take off running on T. Rex, and in another, you'll climb aboard Buzz's back for some high-flying thrills.

LEAPS & LASSOS

While running is Woody's main mode of movement, learning to leap, and perfecting the drawstring swing are crucial for players who don't want to be put out to pasture. Practice and patience are key.

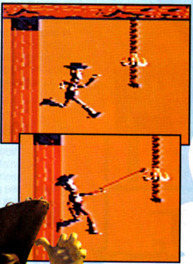
THE JUMP

Jumping on, over, and off items is an essential skill in moving Woody around with ease. While our hero has a knack for making long leaps, remember to keep a directional arrow pressed while he jumps. Otherwise, he's liable to drop like a rock. This can actually work to your advantage in leaps that call for precision.



THE SWING

Lassoing hooks is definitely a frustrating affair. Although it's mostly a matter of practice, here are a two tips to get you in the swing of things: Woody must be at eye-level with the hooks he's trying to rope, and his lasso must be touching the hook when it's extended.



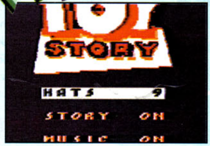
LEGEND

If you're gonna get through the game like a real trooper, you'd better snatch up all the stars you see. But if you're planning to rely solely on finding those 1-up cowboy hats to keep you loaded up on lives, you'd better start writing Woody's will.

1UP	These floating cowboy hats are few, far between, and often tricky to nab.
★	These stars bounce back and forth, and earn Woody an extra life point.
★	If you can get all 24 of these stars in each level, you'll gain an extra life.

PLAY TIME

Before you go rushing off to play with the toys in level one, make sure you go to the options menu and boost your hat collection to nine. If you simply rush in, you'll only receive five cowboy hats, and you probably won't make it past the third level.


TOY STORY

HATS - 9

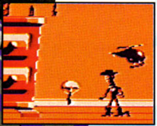
STORY ON

MUSIC ON

LOADS OF LEVELS

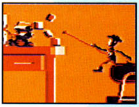
Here's just a quick preview of some of the many levels that await you in Toy Story. The icons shown below indicate the available items in each stage.

TOY DEPLOYMENT



Woody needs to send out the toy troops for a recon mission. Just make sure that he grabs all the stars first or there won't be time to nab them later. Oh, yeah, just one more thing: Remember that invincibility cheat and stage skip you learned for the SNES version? Sorry, it won't work here.

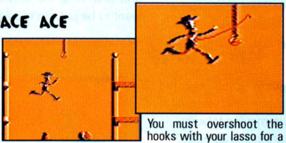
TIME TRIAL



This timed level pits Woody against the clock as he rushes to help his pals find a proper hiding place. You'll need to knock some blocks off to free your friends, but make sure you only help them one at a time. The tricky part is getting the robot into the toy box. Bouncing that little rascal into his proper place requires perfect timing.

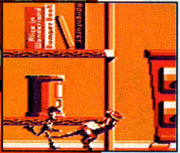
RACE THE SPACE ACE

Here's Woody's chance to best Buzz Lightyear in a race across the room. But don't feel bad if you can't beat Buzz, it's hard enough just to complete the level! This stage is where the drawstring lasso can really let you down if you haven't practiced swinging to perfection. Luckily, most large gaps are crossable by simply bouncing of the well-placed tennis balls.



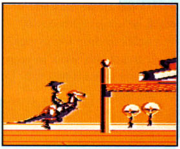
You must overshoot the hooks with your lasso for a successful swing . . . usually.

THE CHASE IS ON



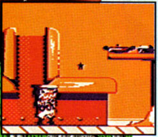
Woody must help T. Rex escape the wrath of the other toys who are mighty upset with our hero. Not being one of the harder levels, you'll have lots of time to search for stars in every cranny and near the highest reaches of the room. Make sure you find those continue flags located along the floor—they're easy to miss when you spend all your time hanging around the ceiling.

RUN REX, RUN!



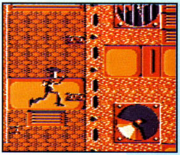
Take over T. Rex's reigns in a fast-paced escape from Andy's angry toys. Your lasso won't help you here, so you'll just have to run and jump your way to safety. Your main worry should be the RC Car. It likes to stop and start unexpectedly, causing instant panic when it pulls up behind you.

PIZZA PLANET



Woody, disguised as a rather large cup of cola, must pick a path through this perilous space-age pizza place. You'll have to dodge falling burgers and fries, and quickly duck when paper airplanes come flying by. All in all, this is perhaps the least challenging stage of the game, which may be a good thing considering that the hardest levels are coming right up.

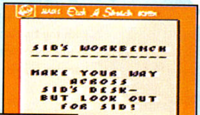
INDIDE THE CLAW MACHINE



Inside this mechanical menace, Woody must work his way through a maze of machinery, avoiding exploding fuses and grinding gears. One section of the claw machine is particularly tricky, with Woody having to make last-minute leaps onto a series of moving platforms. The last jump is the hardest, requiring a leap of faith onto a platform that is just emerging from below the bottom of the screen.

SINISTER SID'S

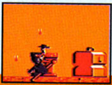
Andy's nefarious neighbor Sid has taken Woody and Buzz to add to his twisted toy collection. As you may already know, escaping Sid's sty was one of the hardest challenges of the SNES version. Fortunately, the game designers saw fit to scale this stage back a bit, but you still have many obstacles to overcome.



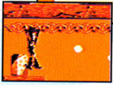
SID'S WORKBENCH

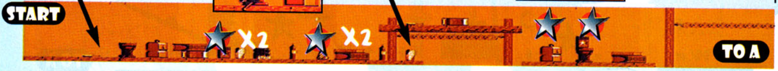
MAKE YOUR WAY
ACROSS
SID'S DESK—
BUT LOOK OUT
FOR SID!

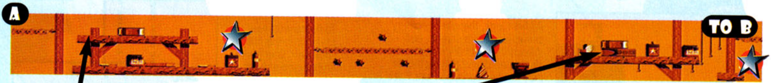
Start the stage by quickly bashing a baddie with your drawstring lasso, and then immediately make a fast dash past the falling darts.



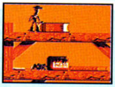
These fireballs will blast up at Woody from below, move over one space, and then drop back down. Be sure to give them wide berth.



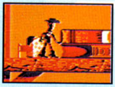


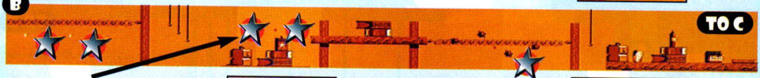


Why should Woody take on any more trouble than he absolutely has to? When you reach the end of the chain, just jump up to the higher section of the workbench. Woody will face far fewer obstacles and enemies if he keeps to the highroad.

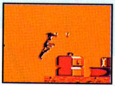


Make sure you find the continue flag, because unlike the SNES version, there's no hat beneath the bench.

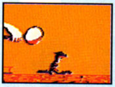


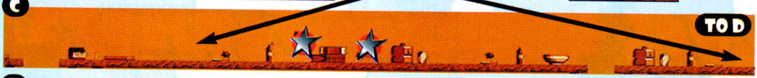


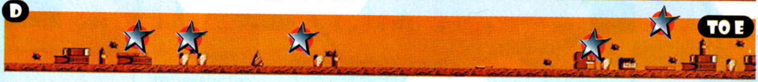
To avoid becoming a target for a bunch of dropping darts, you should take advantage of some extra hang time when hopping from the hook to the bench.

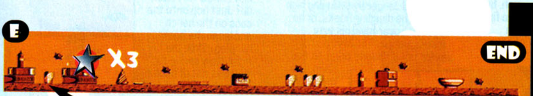


When Sid sets our hero's head on fire, he'll lose his ability to leap. You can only avoid trouble by running back and forth across the bench.

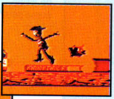


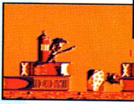






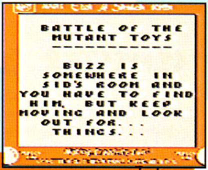
Because Woody is unable to jump, these books will look like major obstacles. But just keep running and you'll get past them with no problems.



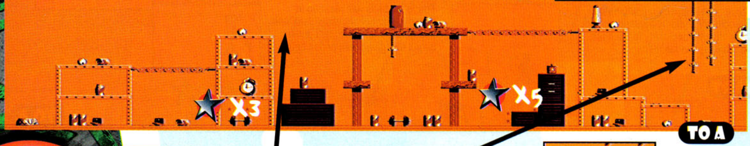


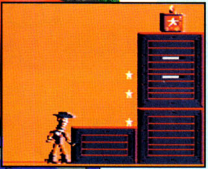
TROUBLESOME MUTANT TOYS

Woody may have escaped Sid's clutches but he still has to contend with the brat's badly mangled playthings. This stage is very similar to the SNES version, with Woody having to play Tarzan on rows of hanging hooks. Luckily, your lasso works wonders in this level.


BATTLE OF THE
MUTANT TOYS

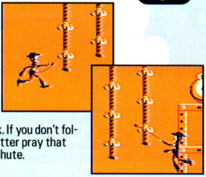
BUZZ IS
SOMEWHERE IN
SID'S ROOM AND
YOU HAVE TO FIND
HIM, BUT KEEP
MOVING AND LOOK
OUT FOR...
THINGS...

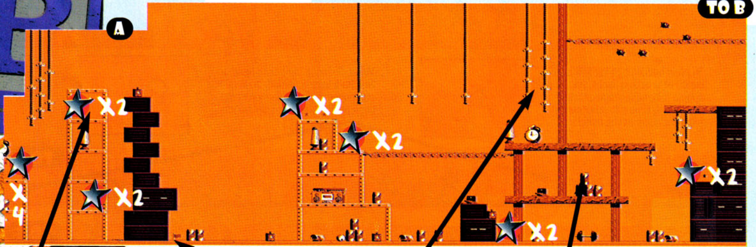




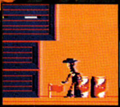
At first look, this giant gap may seem like quite a canyon, but Woody can actually cross it in a single bound. But playing it safe may not be your cup of tea. If it's silver stars you're after, you'd be better off falling to the floor where these bonuses are easily found. Be warned: This route may be hazardous to Woody's health.

To swing with real style, grab the first hook with your lasso and then re-extend your string when you're at the top of your swing. Now turn around and simply snag up on the next hook. If you don't follow this advice, you'd better pray that Woody's packing a parachute.



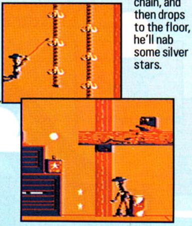


Continue Flag

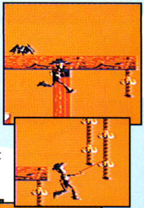


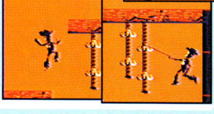
Woody may pass up special items when he's in a rush, but he'd better not forget to find the continue flag hidden beneath this tower of boxes.

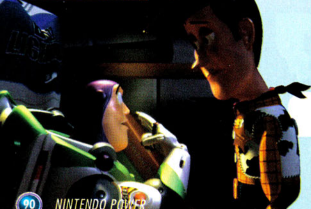
Here's another one of those high-road-lowroad dilemmas. Woody can avoid danger by swinging high among the dangling hooks, or he can hand-over-hand his way across a chain. The highroad is safer, but if Woody takes to the chain, and then drops to the floor, he'll nab some silver stars.

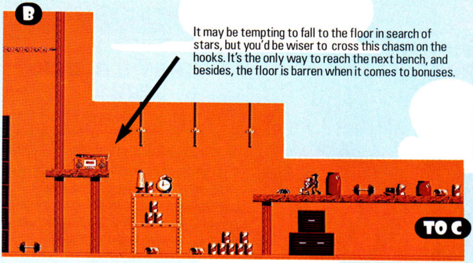


So you took the lowroad, but now you can't find a way back up? Just hop onto the cans on the bench and lasso the hook hanging off to the right. Now swing to the next set of hooks and make your way up to the top of the table. Run to the left and use the clock to get yourself back on track.

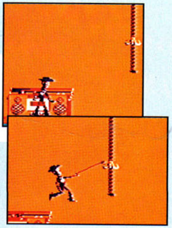


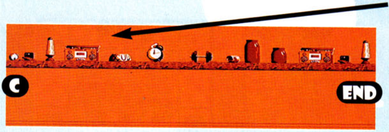




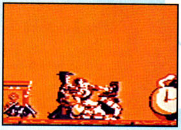


It may be tempting to fall to the floor in search of stars, but you'd be wiser to cross this chasm on the hooks. It's the only way to reach the next bench, and besides, the floor is barren when it comes to bonuses.



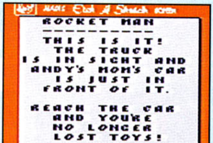


At the end of the stage, Woody has to use Buzz's punch button to get Sid's toys to back off. The hit detection is a bit odd so Buzz's blows have to be well placed. When the toy is just touching Buzz's leg, give it a bop and it'll back up.



HIGH-FLYING FINALE

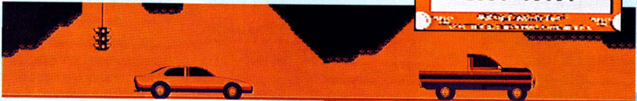
The final stage of Toy Story offers Woody a high-flying ride through the streets of suburbia on the back of his good buddy Buzz. If you can navigate our hero's rocket-powered pal past stoplights, low-lying automobiles, and the tops of pickup trucks, Woody and the space ace may finally land in Andy's open arms.



ROCKET MAN

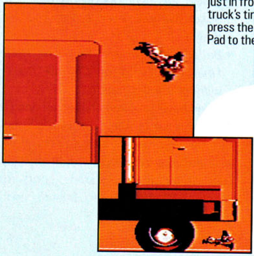
THIS IS IT! THE TRUCK IS IN SIGHT AND ANDY'S MOM'S CAR IS JUST IN FRONT OF IT.

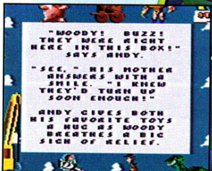
REACH THE CAR AND YOU'RE NO LONGER LOST TOYS!



While Woody and Buzz may have to make adjustments to their flight path to avoid crashing into obstacles, you'll find flying easier if you can keep the duo cruising mostly in the lower-middle of the screen.

In the final moments of the game, Woody and Buzz must maneuver their way around a massive moving truck. When Buzz and Woody start flying in totally open air, move quickly to the very top of the screen and fly over the semi when it comes into view. Finally, position Buzz just in front of the truck's tires and press the Control Pad to the right.





"WOODY! BUZZ! THEY WERE RIGHT HERE IN THIS BOX!" SAYS ANDY.

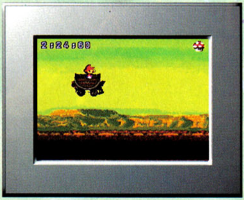
"SEE," HIS MOTHER ANSWERS WITH A SMILE. "I KNEW THEY'D TURN UP SOON ENOUGH!"

ANDY GIVES BOTH HIS FAVORITE TOYS A HUG AS WOODY BREATHES A BIG SIGH OF RELIEF.

Only the STRONG survive in the...
ARENA

SUPER MARIO RPG

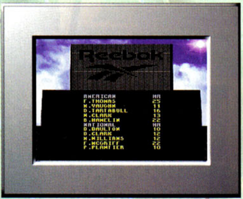
What is your best time on the Moleville mine cart ride? Climb to the top of the mountain in the center of town and find out. You might find it easy to break the three minute barrier, but you'll need to collect most of the mushrooms to make it under two and a half minutes. Take a picture of your best time and send it to the Arena. The top twenty racers roll away with four Super Power Stamps.



CHALLENGE #1

FRANK THOMAS BASEBALL

How many times can you knock the ball over the wall and out of the park in the Home Run Derby? Select the Two-Player mode and hit for both the American and National Leagues. When you're finished, take a picture of the scoreboard with your home run totals. The twenty sluggers with the highest combined total for both the American and National Leagues take home four Super Power Stamps.

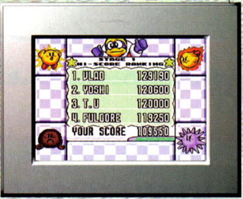


AMERICAN	HR
F.THOMAS	25
M.VAUGHN	11
D.TARTABULL	16
W.CLARK	13
B.HAMELIN	22
NATIONAL	HR
D.DAULTON	10
D.CLARK	12
M.WILLIAMS	12
F.MCGRIFF	22
P.PLANTIER	10

CHALLENGE #2

KIRBY'S BLOCK BALL

If you can't get enough of Kirby's Block Ball, this is your high score challenge. Snap a picture of the final score at the end of Level 1 after you finish the fight with Toadstool, then mail it to the Arena. The top twenty scores win four Super Power Stamps, good for money off new stuff in the Super Power Supplies Catalog.



STAGE 1
HI-SCORE RANKING

1. VLAD	129190
2. YOSHI	120600
3. T.U	120000
4. FULGORE	119250
YOUR SCORE	109550

TWISTED CHALLENGES

The Arena is full of top scores and fast times, but have you ever made up your own challenge for fun? Below are a few examples of twisted challenges that can't be recorded on film and are strictly for fun. In other words, no prizes will be awarded if you pass the test. If you're a hard-core gamer, challenge yourself! Can you:

- *Reach the end of Gorilla Glacier in Donkey Kong Country without getting hit once?*
- *Defeat a computer opponent in the Killer Instinct Tournament Mode without using a Kick button?*
- *Defeat all eight opponents in Telero Boxer without ever being knocked down?*
- *Build your character levels to 10 in Final Fantasy III or Chrono Trigger without using a Tonic?*

Do you have a twisted challenge? Send it to the Arena. In future issues we'll feature the best readers have to offer. If we include your challenge, you'll pick up four Super Power Stamps good for money off gear in the Super Power Supplies Catalog.

YOSHI'S ISLAND

100% Scores in World 3 (Volume 79)

David Bunch	Sycman, CA
B. J. Chavez	Waskom, TX
Steven Chu	Columbia, MO
Alex Docauer	Germantown, TN
Scott Dickinsen	Augusta, WI
P. J. Dortone	Broomall, PA
James Dreiss	Fredericksburg, VA
Brian Duda	Gardner, MA
Jan Earhart	Plantation, FL
Andrew Egerton	Ocean Springs, MS
Mark Emanuel	St. Louis, MO
Chris Estes	Batesville, AR
F. Everett	Bronx, NY
Jason Gerol	Milwaukee, WI
Jason Greco	Branford, CT
Ryan Hutt	Apple Valley, CA
Jenoshua Hughes	Dowelltown, TN
Nick Ingram	Redmond, WA
Mike Javorsky	Creighton, NE
Jeff Jones	Glenshaw, PA
Joe Johnson	New Castle, DE
Kyle Keller	Ronkonkoma, NY
Will Kimrey	Chattahoochee, FL
Dennis Kincheloe	Kansas City, MO
Ken Lam	Scarborough, ON
Nick Lamb	Huntington, WV
Brian Laughlin	Racine, WI
Bryan Mailloux	Truro, NS
Ray Merkler	Hopatcong, NJ
Rusty North	Ruckersville, VA
Craig Phillips	Cold Spring, MN
Andrei Povarov	San Jose, CA
Victor del Rosario	San Lorenzo, CA
John Robosky	North Huntington, PA
Benjamin Rosen	Cherry Hill, NJ
Johnathan Shaw	Billings, MT
Anthony Tini	East Stroudsburg, PA
Chris Toyzan	Marshall, MI
Jon Sakura	Albuquerque, NM
Kevin Seitz	Sun Prairie, WI
Jesse Swann	Gretna, LA
Job Stauffer	Pine Grove, PA
Brandon Sterner	Brunswick, OH
Michele Vargo	Allentown, PA
Wanda White	Charleston, WV
Steve, Brian & Adrian Zareno	Carson City, NV

YOSHI'S ISLAND

100% Scores in World 5 (Volume 80)

Paul Egolf	Sykesville, MD
Charlie Garrison	Chula Vista, CA
Manuel de Silva	Marshalltown, IA
Chris Toyzan	Marshall, MI
Wanda White	Charleston, WV

YOSHI'S ISLAND

100% Scores in World 6 (Volume 81)

Adriel Alcazar	San Diego, CA
Nicholas Branham	Petersburg, WV
Michael Cowen	Live Oak, CA
Jonathan Day	Palatine, IL
Joseph Doheney	Bridgewater, MA
Jevin Dulak	Lake Oswego, OR
Patrick Ellerbroek	Valencia, CAJackson
Ferrell	Maineville, OH
Billy Fox	Pittsburgh, PA
James Gakidis	Oakville, UT
Charlie Garrison	Chula Vista, CA
Steven Gavassis	Yonkers, NY
Joe Graham	Water, MI
Paul Gray	Moreauville, LA
John Jensen	Las Vegas, NV
The Karafotis Family	Wyandotte, MI
Kristopher Kauffman	Terre Haute, IN
Barbara Lee	Seal Beach, CA
Alex Long	Middletown, OH
Tom Lyman	Chicago, IL
Ray Merkler	Lake Hopatcong, NJ
Rusty Moyher	Sacramento, CA

DEFENDER

Best Scores (Volume 81)

James Loewen	Isabella, OK	999,950

DONKEY KONG LAND

Lowest Times for 100% (Volume 80)

Patrick Kinsey	Las Vegas, NV	0:54:02
Jason Ong	Phoenix, AZ	2:05:42
Randy Merkins	Brookhaven, PA	2:28:56
Phyllis Folster	Middletown, CT	2:42:45
Greg Noe	Beaver Dam, WI	3:37:00
David Ploskonka	Churchville, MD	3:55:54

DOOM

Lowest Times for 100% in Episode 2 (Volume 79)

Joe Brooks	Worth, IL	2:25
Nick Sendelbach	Tempe, AZ	2:37
Tim Gipson	Willow Springs, IL	2:55
Clint Hill	Kelso, WA	3:53
Stephen Lindsey	Gardner, KS	4:50

KILLER INSTINCT

Speed Demon Times (Volume 79)

Eric Lavender	Brookfield, WI	7:18
James Baccellieri	Virginia Beach, VA	7:42
Cassidy Hansen	Frankfort, IL	7:52
Byron Mayfield	Joplin, MO	8:02
Keith Wieland	Mtn. View, CA	8:46
Timothy Webb	Crown Point, IN	8:48
Jamie Garza	Woodbridge, VA	8:49
Jess Tucker	Orangeburg, SC	9:05
Hanh Court	Buzz. Bay, MA	9:12
David J. Murphy	N. Canton, OH	9:34
Eric Studee	Sussex, WI	9:40
John Dailey	Elizabeth, WV	9:48
Mike Conner	Great Falls, MT	9:52
Nick Sendelbach	Tempe, AZ	9:59
Eric Sutton	Bainbridge I., WA	10:27
Paul Arcano	McAllen, TX	10:32
Kris Bates	Lubbock, TX	11:10
Michael Olden	Salinas, CA	11:44
Jeff Gasikowski	Elk Grove, IL	12:52

DKC 2: DIDDY'S KONG QUEST

Lowest Times with 102% (Volume 80)

Shawn Smallman	Albany, OR	2:58
Jody Alonso	Toronto, ON	3:24
Jason Ruoff	Somerset Ctr., MI	5:37

SUPER MARIO KART

Lowest Times on Koopa Beach 1 (Volume 82)

Mike Vollmer	Great Bend, NY	0'54"96
Ryan Fitzgerald	Oroville, CA	0'56"42
Harry Gannon	Westmont, NJ	0'56"82
G. Vongsaiswan	Savannah, GA	0'57"68
Noel Herradura	Savannah, GA	0'57"73
Mike Munn	9 Mile Falls, WA	0'59"11
Adam Pulley	Peoria, FL	0'59"62
David Hoffman	Gibsonia, PA	0'59"74
Kevin Thorpe	Farmington, NM	0'59"92
Larry McClelland	Beaumont, TX	0'59"95
G. Domitrovich Jr.	Eustis, FL	1'00"55
Alan Frenklach	Orinda, CA	1'00"68
M. Des Roches	Montreal, PQ	1'00"87
David Bult	Hudsonville, MI	1'01"20
Kevin Heath	South Mills, NC	1'01"35
Jason Scheiner	Levittown, NY	1'01"35
Chris Kennedy	Eagan, MN	1'01"55
Geoff Tuttle	Fountain Hills, AZ	1'01"65
Anthony Portuesi	Gibsonia, PA	1'01"81
James Edwards	San Antonio, TX	1'01"98
Arthur Subrin	Palm Bay, FL	1'03"03
C & A Omine	San Francisco, CA	1'03"16
John Moran	Lincoln, MA	1'03"32
Nathan Bult	Hudsonville, MI	1'03"34
Casey Maxwell	Fernley, NV	1'03"46
Jeff Bylinowski	Indianapolis, IN	1'03"89
Nicholas Schanz	Sussex, WI	1'04"27
Jim Mitchell	Tacoma, WA	1'04"30
A. Hawiszczak	Richardson, TX	1'04"35
Michael Carlisle	Orlando, FL	1'04"44
Kevin Williams	Kalamazoo, MI	1'04"64
Hung Duong	Elkridge, MD	1'04"70
Stephen Kaake	Duluth, MN	1'05"37
Michael Grisafe	Ventura, CA	1'05"70
Stephan Nemeth	Montreal, PQ	1'05"70
Dustin Nguyen	Pinole, CA	1'06"00
Redentor Rigos	Los Angeles, CA	1'06"33
Jon Hietbrink	Oak Creek, WI	1'06"35
Omar Dia	Tallahassee, FL	1'06"89
Chris Crosby	Salem, MA	1'06"99
Rich Mathy	Sauquoit, NY	1'07"04
Justin Royer	Novato, CA	1'07"44
Andrew Gerard	Ulysses, KS	1'07"66
Graham Windsor	Pensacola, FL	1'07"71
Mary Stone	Bushnell, IL	1'08"42
Brian Sobotta	Orefield, PA	1'08"62
Beverly Hartzog	Jefferson City, MO	1'08"84
Michael DeHart	Kent, WA	1'08"89
Charlie Kinzer	Watseka, IL	1'09"03
Brad Wilson	Hale, MI	1'09"13
Julie Bellizzi	Nazareth, PA	1'09"17
Bronn Tallant	Douglasville, GA	1'09"23
Joe Laufenberg	Watertown, WI	1'09"25
Bryan Houder	Gap, PA	1'09"70
Tom Lyman	Chicago, IL	1'10"36
Kate Lynch	Seattle, WA	1'10"79
Cappy Collura	Lutz, FL	1'10"93
Travis Carlson	Estacada, OR	1'10"94
Brian Amos	Sturgeon Bay, WI	1'11"15
David Baggett	Lake Charles, LA	1'12"14
Greg Boudreau	Mahomet, IL	1'13"43
John C. Winter	St. Thomas, ON	1'14"73
Josh Nickerson	Homer, LA	1'14"96

ENTER THE ARENA

Write your name, address and Member Number on the back of your photo. Challenges in this issue must be received no later than July 10, 1996. The top qualifiers receive Super Power Stamps. Include your Super NES in the photo of your high score. Dim the lights and then take a few photos without a flash. If you're taking a photo of a Game Boy, place it on a flat surface.

Address entries to:
POWER PLAYERS' ARENA
P.O. BOX 97033
REDMOND, WA 98073-9733

Nintendo® NOW PLAYING

Your Power Guide To The Latest Releases

JUNE 1996

BRAINIES

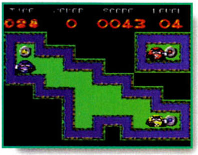
Super NES

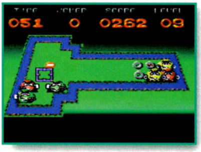
PASS WORD

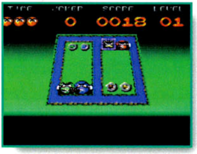
Company .... **Titus**
Release Date .... **June 1996**
Memory Size .... **4 Megabits**

Expand your mind with the timely puzzles of Brainies.

When hairy round things want to go home, the only thing that can stop them is the clock and your own brain. Titus's Super NES puzzler had been scheduled originally for release several years ago, but only now is the game seeing the light of day. Brainies asks you to move a certain number of colored Brainies from their starting positions to a similarly colored goal spot. Brainies move only in straight lines, and they won't stop until they hit an obstruction of some sort. The trick is to maneuver the Brainies using obstructions and other tools or objects in order to get them onto their respective goals within a limited period of time. The puzzle factor varies from very difficult to very simple. Don't let the copyright from 1992 dissuade you if you love action puzzles. On the other hand, don't expect a state-of-the-art graphics fest. Some puzzle levels include items that add more time to the clock or give you other bonuses. You'll also find bumpers, warps and other items that make puzzles more interesting and challenging as you progress. You don't receive a password after each stage, however, and the resulting play-overs can become tedious if you miss a puzzle. Brainies is simple to learn, even for newbie players. Perhaps the best news for brainiacs is that this small memory configuration game should have a lower than average price.







- ➕ Good challenge for puzzle fans. Good value.
- ➖ Limited passwords. Uneven learning curve. Graphics and sound.

ICON KEY

1-PLAYER MODE

MULTI-PLAYER ALTERNATING

MULTI-PLAYER SIMULTANEOUS

PASS WORD — PASSWORD

SAVE — BATTERY-BACKED MEMORY

GAME LINK

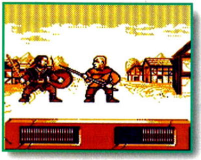
SUPER GAME BOY ENHANCED

FX SUPER — SUPER FX CHIP

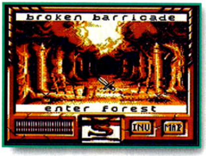
DRAGONHEART

Company .... **Acclaim**
Release Date .... **June 1996**
Memory Size .... **4 Megabits**

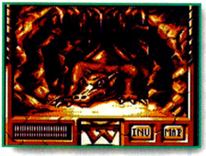
From the silver screen to the black and white screen, DragonHeart delivers an adventure for the ages.



This summer's fantasy quest, DragonHeart, comes to Game Boy thanks to Acclaim Entertainment, Universal Studios and Torus Games. The epic movie becomes an epic game featuring puzzles, sword fighting, exploration and magic.



A simple interface makes it easy to explore the world of DragonHeart in a first-person perspective. In the village and countryside, you'll speak with characters and select from several responses, hoping to find clues to the story. That story involves an evil king who was given a piece of a dragon's heart as a boy. Now, one warrior, Sir Bowen, seeks to destroy Draco if he can find him. In the meantime, he'll destroy every dragon he encounters just for good measure. Your quest is made simpler through the aid of a subscreen map and inventory. Veteran RPG players won't find the depth of gaming to sustain them, but fans of the movie may enjoy this foray into fantasy and a taste of the epic world. Don't miss this month's review of DragonHeart.



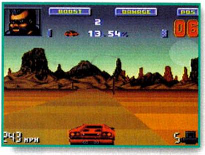
⊕ Good graphics. Good story. Good music. Based on the movie.

⊖ Simple fighting engine. Not much replay value. The game can be completed in several hours or less. Awkward password entry system.

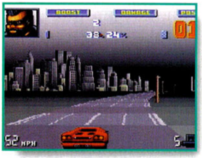
LAMBORGHINI AMERICAN CHALLENGE

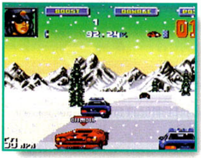
Company .... **Titus**
Release Date .... **June 1996**
Memory Size .... **4 Megabits**

Titus goes back on the road with a classic Super NES game from 1993.



Lamborghini American Challenge first hit the highway three years ago, making something of a splash because of its unusual controller options. In one mode, one player can use the SuperScope or Super NES Mouse and shoot other cars. There's also a straight out, two-player driving game with the screen split horizontally. The game puts players in a nationwide road rally. You can bet on your performance and risk all of your winnings or none of them, just to make things interesting. An entrance fee is required for each rally and prizes are awarded for the top three finishers. You can run into trouble with the local police, as well. The road courses range from wide roads to narrow and from sunny daytime courses to rainy courses and night driving. The AI of the other drivers is good enough that they'll try to block you from passing, so some skill is involved. You can also spend your winnings on better auto parts in the shop, or fix up your car after getting bumped around in a race. Titus expects to sell Lam Challenge for about $29.00, which might be a good deal, especially if you have a SuperScope.





⊕ Some interesting variety in play options.

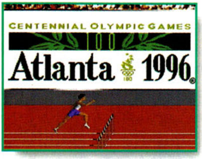
⊖ The graphics don't compare to today's standard for 16-bit games.

OLYMPIC SUMMER GAMES

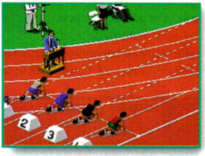
Company .... **Black Pearl**
Release Date .... **June 1996**
Memory Size .... **16 Megabits**

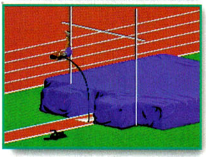
Go for the gold without breaking a sweat with Olympic Summer Games.

While this summer's Olympic fever spreads with the approach of the Atlanta games, the only cure may be to plug in Olympic Summer Games from Black Pearl and go for the gold yourself.



This ten event, Super NES title includes a variety of track and field and skill events: 100 meter sprint, 110 meter high hurdles, high jump, long jump, pole vault, triple jump, javelin, archery, skeet shooting and discus. Gamers can play the one-player version or opt for up to four players alternating. You can practice events, as well, or enter all ten events in a sort of mini-Olympics. The play control remains consistent in different events, so that running is always a matter of pushing the A and B Buttons, while jumping and throwing require the use of the Control Pad. Once you've mastered the fundamentals, you'll have to master your execution and endurance if you want to beat the Olympic records, which are included in the game. Power can help you reserve your place in history with this issue's review.



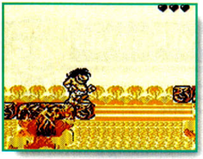


➕ Good graphics. Olympic records. Alternating-player option.

➖ Only ten events. Controls can be difficult to master. Records are difficult to set.

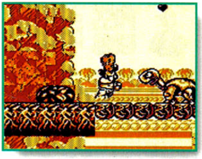
PREHISTORIK MAN

Company .... Titus
Release Date .... June 1996
Memory Size .... 1 Megabit



Prehistorik Man brings home the bacon in this rereleased Game Boy classic from Titus.

First released two years ago, Prehistorik Man for Game Boy introduced the world to this neo-Neanderthal and his quest to save his clan from rumbling tummies. Titus is now rereleasing the title with new packaging and a lower suggested price. The side-scrolling action takes place through five stages filled with bronto bonking and dactyl attacks. The hirsute hero gets new weapons and tools as he progresses, including a hang glider and hammers. Nothing has changed in this game from the first release, but if you've never played Prehistorik Man, the price may be right.



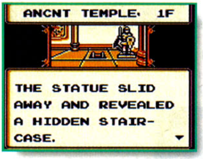
➕ Fun graphics. Hidden areas.

➖ Floaty play control. Poor screen contrast in some areas.

SWORD OF HOPE II

Company .... Kemco
Release Date .... June 1996
Memory Size .... 2 Megabits

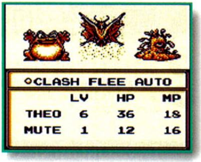
This pint-sized epic from Kemco packs a pound of fun.



ANCNT TEMPLE 1F

THE STATUE SLID AWAY AND REVEALED A HIDDEN STAIR-CASE.

Sword of Hope II may have taken several years to reach the stores, but you'll enjoy this first-person RPG right from the start. Kemco's second Sword of Hope game features similar game play, combining text descriptions of scenes and actions with fairly simple graphics. As in Shadowgate and Sword of Hope I, movement in Hope II is made on a map using directional arrows. Taking on the role of Prince Theo, players explore a large world of forests, castles and labyrinths, and they battle a wide variety of boisterous baddies using weapons or magic. In each new screen, you should look at all the objects and



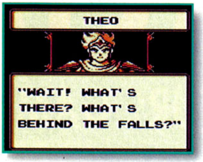
○CLASH FLEE AUTO

	LV	HP	MP
THEO	6	36	18
MUTE	1	12	16

ICON KEY

1-PLAYER MODE
MULTI-PLAYER ALTERNATING
MULTI-PLAYER SIMULTANEOUS
PASS-WORD
BATTERY-BACKED MEMORY
GAME LINK
SUPER GAME BOY ENHANCED
SUPER FX CHIP

open or hit certain objects in order to find special items and secrets. The game may not be as pretty or intuitive as Chrono Trigger, but it is an excellent choice for Game Boy, especially if you're traveling. One nice touch in this game is that Theo, even when defeated in battle, simply returns to Riccar Castle at the same strength level. The story in Sword of Hope II is your basic quest to end a supernatural threat. Five years have passed since Theo's first adventure, in which he destroyed the Dragon of Darkness, but now a strange portent has appeared. A red bolt has shot out of the ancient temple and an evil menace has come back to life. The Collin Clan, protectors of the temple, mysteriously have been wiped out, except for one boy. Your job, as adventurer and the future king of Riccar, is to recover a sacred shard and the Sword of Hope to restore order and keep the dragon at bay. This month's Epic review will show you the way.


THEO

"WAIT! WHAT'S THERE? WHAT'S BEHIND THE FALLS?"

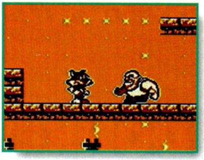
⊕ Solid RPG action.

⊖ No Super Game Boy enhancements. Lots of mapping.

TITUS THE FOX: TO MARRAKECH AND BACK

Company ....Titus
Release Date ....June 1996
Memory Size...............1 Megabit

Classic Game Boy action returns from Titus.



Titus the Fox: To Marrakech and Back was first released in North America back in 1993. The large characters and simple but engaging action made it a solid choice then and now. Titus plans to rerelease the game this summer in a new package. Like the other previously released Titus games, Titus the Fox won't have any new game play. As for that game play, instead of hop and bop, Titus uses boxes and balls to get through areas. Boxes can be thrown at foes and balls can be bounced upon to gain altitude. You'll find bonus areas, ghosts, bulldogs and more in 17 stages of fun.

⊕ Big, fun graphics. Two-player option.

⊖ Repetitious. Not overly challenging.

TITLE	POWER METER RATINGS G	P	C	T	EDITOR PICKS	IDSA RATING	GAME TYPE
● BRAINIES	3.0	3.2	3.0	3.0		K-A	PUZZLE
● DRAGONHEART	3.5	2.8	3.5	3.5		K-A	RPG
● LAMBORGHINI AMERICAN CHALLENGE	2.8	3.1	2.8	3.2		K-A	RACING
● OLYMPIC SUMMER GAMES	3.2	2.8	3.2	3.2		K-A	SPORTS
● PREHISTORIK MAN	3.7	3.1	2.9	3.1	✳	K-A	ACTION
● SWORD OF HOPE II	3.1	3.1	3.5	3.5	✪ ☆ ★	K-A	RPG

POWER METER The Power Meter ratings are derived from evaluations on a five point scale with five being the highest score possible for a category. The categories are: G=Graphics & Sound, P=Play Control, C=Challenge, T=Theme & Fun

● ---SUPER NES ● ---GAME BOY ● ---VIRTUAL BOY

Editors If you like the same types of games as one of our Power editors, then check for his or her seal of approval above.

✪ **Scott**
Sports, Simulations, Adventures
★ **Leslie**
RPGs, Puzzles, Adventures
☆ **Jeff**
Action, Sports, Fighting
✯ **Henry**
Fighting, Action, Sports
✳ **Dan**
Action, Adventures, Puzzles
☆ **Terry**
RPGs, Simulations, Sports

IDSA Ratings

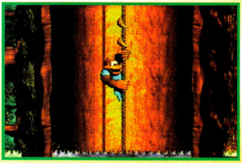
These Independant Digital Software Assoc. ratings reflect appropriate ages for players. The categories include: EC=Early Childhood, K-A=Kids to Adults, T=Teen (13+), M=Mature (17+), A=Adult (18+), NR=No Rating. To contact the IDSA regarding the rating system, call 1-800-771-3772.

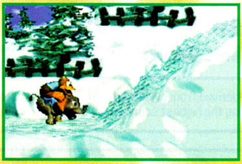
PAK WATCH

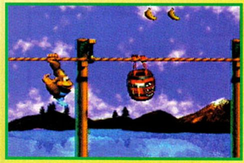
THE *INSIDE* SOURCE ON FUTURE GAMES

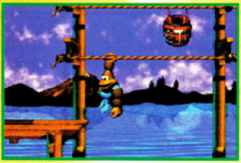
DONKEY KONG COUNTRY 3

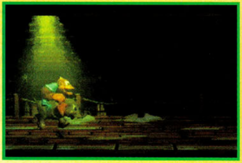
Betcha can't play just two. That's what Nintendo is betting on the third Donkey Kong Country game for the Super NES. In this action Pak developed by those amazing ape-rendering artists at Rare, Dixie Kong becomes the star along with a new Kong sidekick who's barely out of diapers . The baby Kong may be young, but he's a heavyweight on the scales, able to crash through objects with his bulk. His most unusual attack consists of pulling on his pajama feet and letting them snap at enemies. This little nipper may be the weirdest member of the Kong clan to date, but the game will feature the same mix of extraordinary ACM graphics that made players flock to the first two DKC games. These early shots of DKC3 reveal under water areas, a snowy stage with a snowman, and a hollowed out giant tree stage in which you are pursued by a relentless crosscut saw. You'll also find a baby elephant who turns out to be one of the animal helpers and a pretty comfortable ride. Expect to find more stuff on the map screens than in previous games, too. For instance, you may find yourself in a hovercraft, having to steer your way to the next level. The plot involves Dixie's search for Diddy and Donkey, who have gotten lost during a vacation. A new bunch of Kremlings led by a mysterious reptile named KAOS seems to be at fault. What else should DK fans expect? Boss characters whose eyes follow you around the screen, for one thing. New and old characters. Vehicles. Great sound and stunning scenes. What more can you ask for?



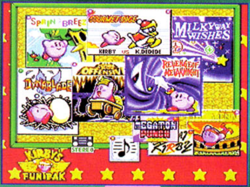








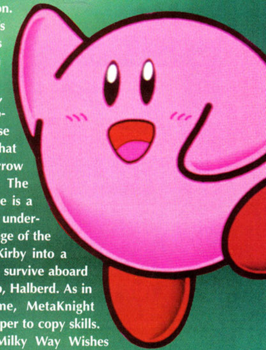
KIRBY SUPER STAR

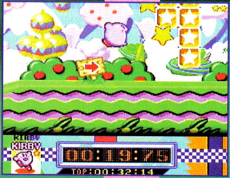

SPRING BREEZE
GOURMET RACE
KIRBY VS K.DEDEDE
MILKY WAY WISHES
DYNABLADE
OFFENSIVE
REVENGE OF METAKNIGHT
MEGATON PUNCH
STEREO
KIRBY
KIRBY'S FUN PAK

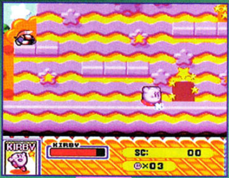
Last month, Pak Watch introduced you to a new Kirby game for the Super NES from Nintendo. Kirby Super Deluxe is now being called Kirby Super Star, and the game is scheduled for its North American release this September. Now that we've had a chance to explore it a bit, we want to share what we've found. First off, we've found an extra bonus game, bringing Kirby's grand total to nine games in one Pak. There are five adventure-type games and four specialty activity games. The adventures fall into traditional Kirby styles of action. You inhale enemies, adopt their abilities, find items, fly, swim, float and gobble everything in sight. The biggest innovation is the inclusion of Helper, a little fellow who can use the abilities that Kirby acquires from other characters. Helper can be played by a second player, as well. The second player can join in any time during the adventure and take over Helper's control. Here's a rundown of the games. Spring Breeze is an action game that includes basic Kirby action and some familiar areas such as the Whispering Woods. Gourmet Race pits Kirby against King Dedede in a race to gobble up as much food as possible. You have three individual courses and a Grand Prix option. In Dynablade, Kirby's adventure mission is to stop Dyna from destroying all the crops. In this game, you can play the two-player version and use the copy feature that allows Helper to borrow skills from Kirby. The Great Cave Offensive is a treasure hunt in an underground world. Revenge of the MetaKnight thrusts Kirby into a desperate struggle to survive aboard the futuristic warship, Halberd. As in the Dynablade game, MetaKnight allows Kirby and Helper to copy skills. Milky Way Wishes is a bonus adventure, while the Arena combines every type of Kirby combat imaginable, including an RPG-type battle. Samurai Kirby is a speed reaction game, and Megaton Punch is a contest of strength. Kirby fans will definitely get their fill of the Great Round Pink One this fall.

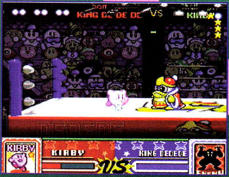
NEWS SOURCE Extra

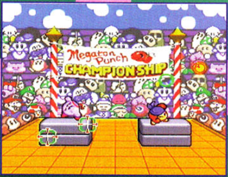
Publisher – Nintendo
Developer – HAL
Memory – 32 Megabits
Save Feature – Battery
Special – Nine Games

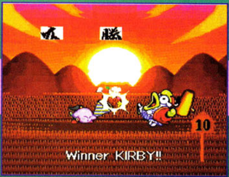



KIRBY
00:19:75
TOP:00:32:14


KIRBY
KIRBY
SC: 00
×03


KING DEDEDE VS KIRBY
KIRBY
KIRBY
VS
KING DEDEDE

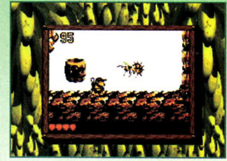

Megaton Punch CHAMPIONSHIP

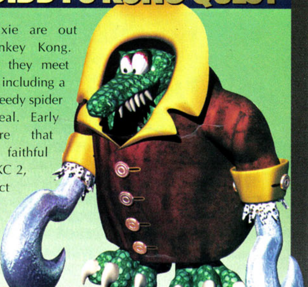

10
Winner KIRBY!!

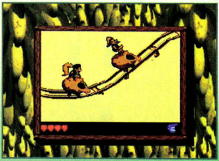
DONKEY KONG LAND 2: DIDDY'S KONG QUEST

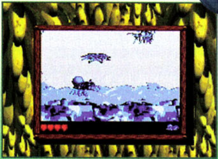
Diddy and Dixie retrace their steps, spins and twirls from last year's Super NES hit, DKC 2, in this Super Game Boy adaptation from Nintendo and Rare. The quality of the graphics speak for themselves in the screen shots shown here. What you can't see is the incredible animation that gives the characters a 3-D feel even on Game Boy. The story is the same as DKC 2.

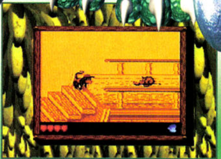
Diddy and Dixie are out to rescue Donkey Kong. Along the way they meet friendly animals including a pogo snake, a speedy spider and a fiery seal. Early indications are that DKL 2 is a faithful translation of DKC 2, so don't expect new stages. Nintendo will release DKL 2 this fall.





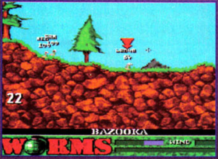


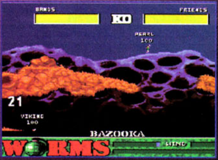


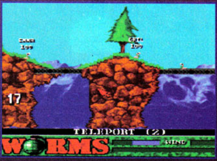


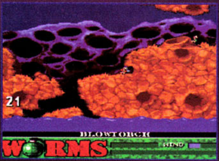
WORMS

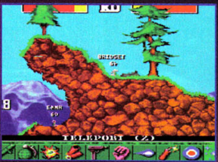
Worms continue to march (or crawl) across the face of Europe with the introduction of Worms for the Super NES from Ocean. In Pak Watch's continuing coverage of games around the globe, this month we turn to a puzzling battle game featuring war happy annelids. You can use weapons of all sorts in your efforts to wipe out up to three other worm commando teams. Some have compared Worms to Lemmings, possibly because they share such attributes as the lack of a sense of self-preservation, but probably because both games use little critters in specialized applications as they try to clear an area. The Game Boy version of Worms scored a whopping 91% by the Nintendo Magazine System in the U.K. That's quite a can of Worms. Unfortunately, Ocean of America has no current plans to begin a Worms campaign on this side of the pond.





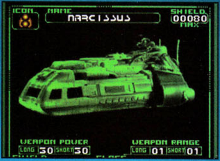


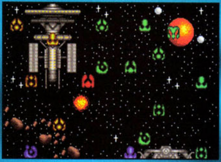


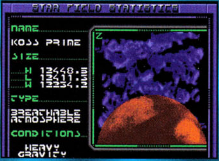


ZANEX—THE REVOLUTION

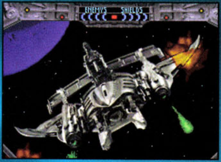
The alien empire of the Kyllen has held earth and its human inhabitants in slavery for four hundred years, but now an alien fleet has been stolen by a band of rebel humans and the revolution is on its way. Advanced Productions will release this, its second war strategy game, this summer. Following in the tracks of War 2410, Zanex—The Revolution puts you in command of a small star fleet somewhere out in Kyllen-occupied space. You'll have to work your way through the stars back to earth, building a strong armada of ships at space stations and planets along the way. The comic book graphics of War 2410 have been replaced by digitized shots of the 3-D models of 16 types of starship. Expect more complexity in the 16 levels of strategy than you found in War 2410, but a similar battle system in which tactical position and ship armaments and shields play a vital role. You can build new ships and repair damaged ships as you close in on your home world.


ICON
NAME
NARCISSUS
SHIELD
00080
MAX
WEAPON POWER
LONG 30 SHORT 30
WEAPON RANGE
LONG 01 SHORT 01



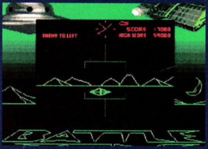

STAR FIELD STATISTICS
Z

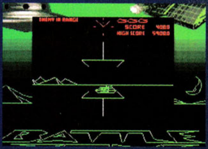
NAME
KOSS PRIME
SIZE
H 12448.3
L 12411.3
W 12234.3
TYPE
BREATHABLE ATMOSPHERE
CONDITIONS
HEAVY GRAVITY

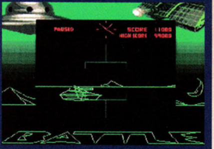

ENEMYS
SHIELDS

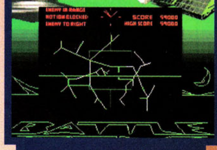
BATTLE ZONE/SUPER BREAKOUT

Black Pearl joins the growing flock of companies offering classic arcade games on Game Boy. Super Breakout dates back almost two decades to 1978, while Battle Zone heralds from the early eighties. In Super Breakout, players can choose from four modes of play including Breakout, Progressive (in which the blocks move down the screen over time), Double (which includes two balls and two paddles), and Cavity (in which you free balls from cavities in the blocks.) The game may seem primitive compared to today's cutting edge titles, but the play continues to captivate. Battle Zone is an early 3-D polygon game in which you move about on a plain filled with objects and enemy tanks and missiles. Your job is to blast the enemy while staying out of the line of fire—a sort of early Specter. Black Pearl has put both games in one Game Pak with enhancements for Super Game Boy. Expect Black Pearl to release this game by the end of the summer.


ENEMY TO LEFT
SCORE 17000
HIGH SCORE 59000
BATTLE


ENEMY IN RANGE
SCORE 4000
HIGH SCORE 59000
BATTLE

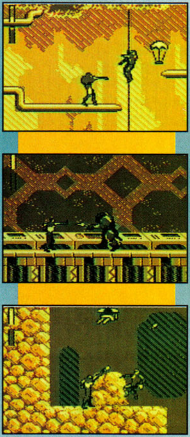

PAUSED
SCORE 11000
HIGH SCORE 59000
BATTLE


ENEMY IN RANGE
MOTION BLOCKED
ENEMY TO RIGHT
SCORE 59000
HIGH SCORE 59000
BATTLE

INSIDER UPDATE

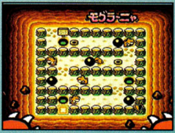
IRON-MAN, X-O MANOWAR & ACCLAIM

Iron-Man—X-O MANOWAR In Heavy Metal may have the dubious distinction of being the final Game Boy title published by Acclaim Entertainment. If this is true, and our sources at Acclaim say that it is, then at least the company will leave the Game Boy platform with a bang. The game combines comic book heroes Iron-Man from Marvel and Valiant's X-O MANOWAR in a side-scrolling adventure featuring nice graphics, both of the super suits, and quite a bit of variety in the stages. But the big story here is that Acclaim has announced that it will concentrate on next generation video games such as Turok: Dinosaur Hunter for the Nintendo 64 in the future.



DIG THIS

Hard-core gamers will be reminded of those classic Lolo games once they get their hands on the latest Game Boy project from Nintendo. Tentatively entitled Digger, this game just arrived at Pak Watch and it still doesn't have any English text. What it does have, though, is lots of fun, and that's a language any gamer can understand. In Digger, you control a cool little mole who pulls, pushes and kicks objects. You can dig down to a second level below the surface of a stage, then tunnel to a different part of the stage and pop back to the surface. The object is to blast the stone that blocks the exit to each area. You have an assortment of objects to work with and enemies who get in the way. Current plans put the release of Digger in October.



BATTLE RACES

Bandai has been working on another Super NES game featuring the Mighty Morphin Power Rangers, but unlike previous action and fighting games, this title will be a racer, closer to Super Mario Kart. Pak Watch sources at Bandai have revealed that players will race as their favorite Power Rangers using Quadra Fighters, piloting the hover bikes over 15 courses. Although Bandai hopes to release the game as early as this July, it may not show up until early fall. We should have some pics in next month's Pak Watch.

TETRIS ATTACKS NINTENDO

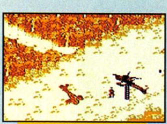
Tetris Attack still has a few months to go before it reaches the store shelves of North America, but here at Nintendo of America, the fever has already struck. More than 330 of the employees at NOA entered the fray of the Tetris Attack Championship, and that didn't even include the Game Counselors, who were deemed too good to face the rest of the company. It's a good thing they didn't have to face champion Shoya Tanaka (pictured here) from NOA's engineering department, who blazed a trail of Tetris Attack glory through round after round of his hapless colleagues. The Call Center ran its own contest for Game Counselors and Phone Reps, which was won by Tom Hertzog, who has since moved to the Product Evaluations Department. Yes, indeed, it pays to play. But more than that, the Tetris Attack Championship proved how exciting two-player puzzle games can be.

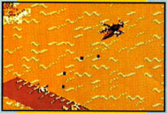
MAUI'S DEMISE

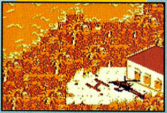
Disney Interactive reports that Maui Mallard has been renamed Mojo Rising. DI hasn't officially commented on the release of the Super NES version of the game, which Power checked out about six months ago. Although it's difficult to predict when or if the game will be released, the earliest date would be this fall.

URBAN STRIKE

The connection between Black Pearl and Electronic Arts continues with Urban Strike for Game Boy. The version sent to Pak Watch represents less than 100% of the game, but it played pretty well. As in the Super NES Urban Strike, and previous Strike games, you command a military chopper along with a co-pilot/gunner/winch operator. Your job is to blow up military targets and rescue civilians and friendly agents. The sub-screen includes your mission data, maps and flight console. Black Pearl hopes to release the latest Strike game by this fall.







WILLIAMS MAKES THE GAMES

Williams Entertainment will continue to be a force to reckon with on the Super NES this fall when they release three new titles. Ultimate Mortal Kombat 3, as Pak Watch reported earlier in the year, will headline the Williams' lineup, but NBA Hang Time, based on the new arcade hit, should be an equally powerful title. According to Williams, the arcade game collected three times the business of the next largest hit in its test markets. NBA Hang Time goes beyond NBA Jam in the use of incredible moves from NBA players. The third title under development at Williams is more of a surprise, but a welcome one. Arcade Classics reprises a number of classic arcade games on the Super NES at a low price point of $29.95. Arcade Classics will include Joust, Defender I and II, Robotron and Sinistar. The arcade game translations will be perfect for the Super NES. The only thing missing is the slot for quarters. Mike Rubinelli at Williams explained that the company feels that Super NES owners want a selection of A+ super titles and low-priced titles. Sounds sound to us.

WINS: 00
74
WINS: 00
STRYKER
LIU KANG

RELEASE FORECAST

Super NES

ARCADE CLASSICS	FALL '96
BASS MASTERS CLASSIC: PRO EDITION	SUMMER '96
THE BRAINIES	SPRING '96
COLLEGE FOOTBALL '97	FALL '96
DONKEY KONG COUNTRY 3	FALL '96
INCANTATION	FALL '96
KIRBY SUPER STAR	FALL '96
THE LOST VIKINGS II	FALL '96
MADDEN FOOTBALL '97	FALL '96
MOJO RISING	FALL '96
NBA HANG TIME	FALL '96
NHL '97	FALL '96
PINOCCHIO	FALL '96
POWER RANGERS ZEO: BATTLE RACERS	SUMMER '96
ULTIMATE MORTAL KOMBAT 3	FALL '96
ZANEX THE REVOLUTION	SUMMER '96

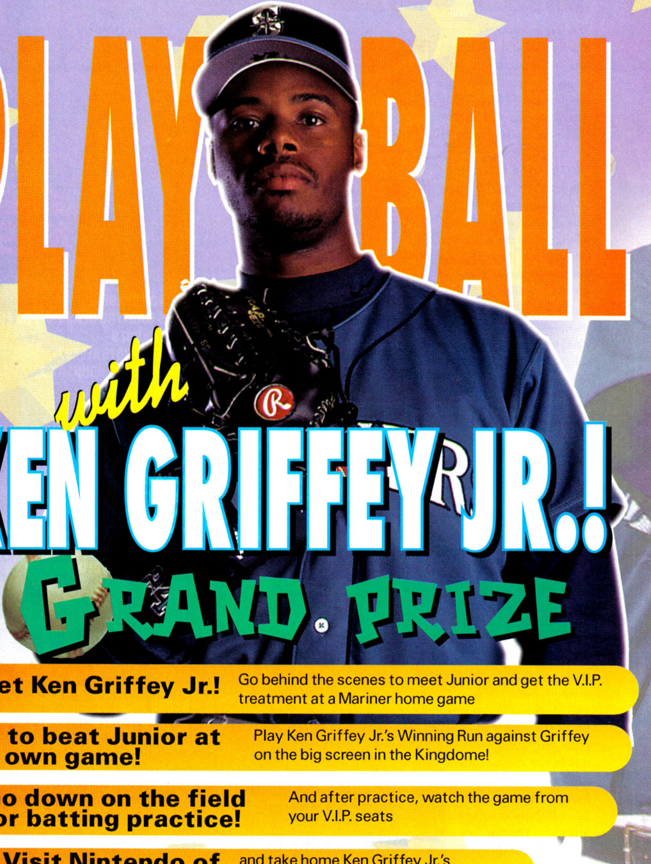
Virtual BOY

BOUND HIGH	SUMMER '96
DRAGON HOPPER	SUMMER '96

Game BOY

BATTLE ZONE/SUPER BREAKOUT	FALL '96
DONKEY KONG LAND 2: DIDDY'S KONG QUEST	FALL '96
URBAN STRIKE	FALL '96

PLAY BALL *with* KEN GRIFFEY JR.!



GRAND PRIZE

Meet Ken Griffey Jr.!	Go behind the scenes to meet Junior and get the V.I.P. treatment at a Mariner home game
Try to beat Junior at his own game!	Play Ken Griffey Jr.'s Winning Run against Griffey on the big screen in the Kingdome!
Go down on the field for batting practice!	And after practice, watch the game from your V.I.P. seats
Visit Nintendo of America's HQ	and take home Ken Griffey Jr.'s Winning Run for your Super NES
Win a Louisville Slugger®	made especially for Ken Griffey Jr.—and autographed by him!

SECOND PRIZE

5 WINNERS

Louisville Slugger
Powerized
GENUINE
C271
Ken Griffey Jr.'s Winning Run
Only For Nintendo
AIR GRIFFEY
SUPER NINTENDO ENTERTAINMENT SYSTEM

Ken Griffey Jr. Autographed Baseball Bats!

Ken Griffey Jr.'s Winning Run for your Super NES!

THIRD PRIZE

50 WINNERS

NINTENDO POWER

Nintendo Power T-shirts

Win the official "T" of Team Power

OFFICIAL CONTEST RULES

No purchase necessary. To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 85, and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

NINTENDO POWER
PLAYER'S POLL VOL. 85
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than July 1, 1996. We are not responsible for lost or misdirected mail.

On or about July 15, 1996, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine and Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 56:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, send your request to the address above after July 31, 1996.

GRAND PRIZE: The Grand Prize Winner will win a trip for two to a Mariner home game to meet Ken Griffey Jr. If under 18, the winner must be accompanied by a parent or guardian. Included in the prize are round-trip airfare, hotel accommodations, tickets to the game, a Ken Griffey Jr. autographed bat, and Ken Griffey Jr.'s Winning Run for the Super NES. The winner must provide a written release to NOA. Estimated total value of all prizes is $5,000. Exact date of the trip is subject to determination by NOA. Some restrictions apply. Valid only in the U.S. and Canada. Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies or their immediate families. This contest is subject to all federal, state and local laws and regulations.

Coming Next Issue.....

Volume 86, July 1996

E3 REPORT

Catch the rest of the story on the latest N64 games featured at E3 Expo in Los Angeles. The July issue of Nintendo Power goes behind the scenes for an in-depth look at the most anticipated titles of the year.

Turok: Dinosaur Hunter

There is little to distinguish between the hunter and the hunted in murky mists of The Lost Land. Nintendo Power tracks down Acclaim's insiders and uncovers the latest developments on Turok: Dinosaur Hunter for the Nintendo 64.

TETRIS ATTACK

TIME
6'09
STAGE
SCORE
3427
SPEED LV.
STOP

It might look like a typical puzzle game with flipping blocks and falling rocks, but pros at Nintendo can't stop playing Tetris Attack. Find out why gamers are dropping everything to play one of the best puzzle games ever.

BASS MASTERS CLASSIC PRO EDITION

Black Pearl presents another reel challenge in the Bass Masters series, Bass Masters Classic: Pro Edition. The new graphics, sound and the innovative "lure-cam," make BMC: Pro Edition the latest big catch in bass fishing games.

Super NES

1. Addams Family Values
2. The Adventures of Batman & Robin
3. Aerobiz Supersonic
4. AAAHH!!!! Real Monsters
5. Animaniacs
6. Ardy Lightfoot
7. Bass Master II
8. Bass Masters Classic
9. Bass Masters Classic: Pro Edition
10. Bassin's Black Bass with Hank Parker
11. Batman Forever
12. Big Sky Trooper
13. Blackthorne
14. Boogerman
15. The Brainies
16. Breath of Fire II
17. Brett Hull Hockey '95
18. Brutal: Paws of Fury
19. Bust A Move
20. Castlevania Dracula X
21. Chrono Trigger
22. Civilization
23. College Footall '97
24. College Slam
25. Cutthroat Island
26. Demolition Man
27. Demon's Crest
28. Dirt Trax FX
29. Disney's Aladdin
30. Donkey Kong Country
31. Donkey Kong Country 2: Diddy's Kong Quest
32. Doom
33. Dragon: The Bruce Lee Story
34. Dragon View
35. Dragon Warrior VI
36. Drop Zone
37. EarthBound
38. Earthworm Jim
39. Earthworm Jim 2
40. Emmitt Smith Football
41. Fatal Fury Special
42. FIFA International Soccer
43. FIFA International Soccer '96
44. Final Fantasy II
45. Final Fantasy III
46. Final Fight 3
47. Frank Thomas Big Hurt Baseball
48. Frantic Flea
49. Godzilla: Destroy All Monsters
50. Grid Iron Glory
51. Home Improvement
52. Illusion of Gaia
53. Incantation
54. Indiana Jones' Greatest Adventures
55. Jimmy Houston's Bass Tournament USA
56. Judge Dredd
57. Jungle Strike
58. Jurassic Park 2
59. Justice League Task Force
60. Kawasaki Super Bike Challenge
61. Ken Griffey Jr. Presents: MLB
62. Ken Griffey Jr.'s Winning Run
63. Killer Instinct
64. King Arthur & the Knights of Justice
65. Kirby's Dream Course
66. Kirby's Super Deluxe
67. Kirby's Super Star
68. The Legend of Zelda: A Link to the Past
69. Lemmings 2
70. The Lion King
71. Lobo
72. Looney Tunes B-ball
73. The Lost Vikings
74. The Lost Vikings II
75. Lufia II
76. Madden NFL '96
77. Mario Paint
78. Mark Davis' The Fishing Master
79. The Mask
80. Maui Mallard
81. Mechwarrior 3050
82. Mega Man X
83. Mega Man X2
84. Mega Man X3
85. Mega Man 7
86. Metal Warriors
87. Mickey Mania
88. Might & Magic III: Isles of Terra
89. Mighty Morphin Power Rangers: The Movie
90. Mohawk & Headphone Jack
91. Mortal Kombat
92. Mortal Kombat II
93. Mortal Kombat 3
94. Mutant Chronicles: Doom Troopers
95. NBA Give 'n' Go
96. NBA Jam
97. NBA Jam Tournament Edition
98. NBA Live '95
99. NBA Live '96
100. NFL Quarterback Club '96
101. NHL '95
102. NHL '96
103. NHL Stanley Cup
104. Ninja Gaiden Trilogy
105. Nosferatu
106. Ogre Battle
107. Olympic Summer Games
108. PGA European Tour
109. PGA Tour '96
110. The Phantom 2040
111. Pinocchio
112. Pitfall: The Mayan Adventure
113. Power Piggs of the Dark Age
114. Prehistorik Man
115. Primal Rage
116. P.T.O. II
117. Revolution X
118. Road Rash
119. RoboTrek
120. Romance of the Three Kingdoms IV
121. Samurai Shodown
122. Scooby Doo Mystery
123. Secret of Evermore
124. Secret of Mana
125. SimCity
126. Sink or Swim
127. The Smurfs
128. Spawn
129. Spider-Man & Venom: Maximum Carnage
130. Spider-Man:The Animated Series
131. Star Trek: Deep Space Nine
132. Star Trek: Star Fleet Academy
133. Star Fox
134. StarGate
135. Street Fighter II Turbo
136. Stunt Race FX
137. Super Bomberman 2
138. Super Mario All-Stars
139. Super Mario Kart
140. Super Mario RPG
141. Super Mario World 2: Yoshi's Island
142. Super Metroid
143. Super Punch-Out!!
144. Super R.B.I. Baseball
145. Super Return of the Jedi
146. Super Street Fighter II
147. Swat Kats
148. Syndicate
149. Tecmo Secret of the Stars
150. Tecmo Super Bowl III: Final Edition
151. Tetris & Dr. Mario
152. Tetris Attack
153. Tiny Toons Wacky Sports
154. Top Gear 3000
155. Toy Story
156. True Lies
157. Ultimate Mortal Kombat 3
158. Uncharted Waters New Horizons
159. Uniracers
160. Urban Strike
161. War 2410
162. Waterworld
163. Wario's Woods
164. Wayne Gretzky and NHLPA All-Stars
165. WeaponLord
166. Whiz
167. WildC.A.T.S.
168. Winter Gold
169. Wolverine
170. WWF Raw
171. WWF Wrestlemania: The Arcade Game
172. X-Men: Mutant Apocalypse
173. Zoop

Game Boy

174. Aladdin
175. Alien Games
176. Animaniacs
177. Asteroids/Missile Command
178. Batman: The Animated Series
179. Blues Bros. Jukebox
180. Casino Funpak
181. Centipede/Millipede
182. College Slam
183. Contra: The Alien Wars
184. Cutthroat Island
185. Defender/Joust
186. Desert Strike
187. Donkey Kong
188. Donkey Kong Land
189. Dr. Mario
190. DragonHeart
191. Earthworm Jim
192. Earthworm Jim 2
193. FIFA Soccer '96
194. Foreman for Real
195. Frank Thomas Big Hurt Baseball
196. Galaga/Galaxian
197. The Getaway
198. Judge Dredd
199. Jungle Strike
200. Jurassic Park 2
201. Killer Instinct
202. Kirby's Block Ball
203. Kirby's Dream Land
204. Kirby's Dream Land 2
205. Kirby's Pinball Land
206. Lamborghini American Challenge
207. The Legend of Zelda: Link's Awakening
208. The Lion King
209. Madden '96
210. Mario's Picross
211. Mega Man V
212. Metroid II: Return of Samus
213. Monster Max
214. Mortal Kombat II
215. Mortal Kombat 3
216. NBA Jam
217. NBA Jam Tournament Edition
218. NBA Live '96
219. NFL Quarterback Club '96
220. NHL Hockey '95
221. NHL '96
222. Olympic Summer Games
223. PGA Tour Invitational
224. Pocahontas
225. Prehistorik Man
226. Primal Rage
227. Samurai Shodown
228. Shaq Fu
229. The Smurfs
230. Space Invaders
231. Star Trek: Generations
232. Street Fighter II
233. Super Mario Land
234. Super Mario Land 2: 6 Golden Coins
235. Super Return of the Jedi
236. Sword of Hope II
237. Tetris
238. Tetris Blast
239. Tetris 2
240. Titus the Fox
241. Toy Story
242. True Lies
243. Vegas Stakes
244. Wario Blast
245. Wario Land: Super Mario Land
246. WWF Raw
247. Zoop

Virtual Boy

248. Bound High
249. Dragon Hopper
250. Galactic Pinball
251. Golf
252. Jack Bros.
253. Mario Clash
254. Mario's Tennis
255. Nester's Funky Bowling
256. Panic Bomber VB
257. Red Alarm
258. TeleroBoxer
259. 3-D Tetris
260. Vertical Force
261. Virtual Fishing
262. Virtual League Baseball
263. Wario Land
264. Waterworld

Other Picks

265. Blast Corps (N64)
266. Body Harvest (N64)
267. Cruis'n USA (N64)
268. Doom (N64)
269. Dragon Quest VI
270. Goldeneye 007 (N64)
271. Killer Instinct (N64)
272. Mission: Impossible (N64)
273. Mortal Kombat Trilogy (N64)
274. Nintendo 64
275. PilotWings (N64)
276. Star Wars: Shadows of the Empire (N64)
277. Super Mario 64 (N64)
278. Turok: The Dinosaur Hunter (N64)
279. Wave Race 64 (N64)
280. X-Band Modem

BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 67 (Dec. '94): Demon's Crest, Earthworm Jim, Zero the Kamikaze Squirrel, Super Return of the Jedi, Uniracers, Tin Star, Wario's Woods, Samurai Shodown (GB), Wario Blast, Casino Funpack.

Volume 68 (Jan. '95): The Lion King, Robotrek, The Adventures of Batman & Robin, Pitfall: The Mayan Adventure, Street Racer, Star Trek: Starfleet Academy, Animaniacs, NBA Jam (GB), Daffy Duck: The Marvin Missions, Madden '95 (GB).

Volume 69 (Feb. '95): Mega Man X2, Kirby's Dream Course, The Lion King, Sports Scene, Wolverine, SeaQuest DSV, Desert Strike: Return to the Gulf (GB). Super Punch-Out!!, Donkey Kong Land preview.

Volume 70 (Mar. '95): NBA Jam Tournament Edition, Metal Warriors, Speedy Gonzalez, Tetris & Dr. Mario, Hagane, The Incredible Hulk, Bubsy II, King Arthur & The Knights of Justice preview, EarthBound preview.

Volume 71 (Apr. '95): StarGate, Spider-Man: The Animated Series, Addams Family Values, The Lion King, Sports Scene, Mario's Picross, NBA Jam Tournament Edition Code Special, Latest News on the N64, Secret of Evermore.

Volume 72 (May '95): Kirby's Dream Land 2, True Lies, Justice League Task Force, The Flintstones, Warlock, Porky Pig's Haunted Holiday, Fatal Fury Special, PGA European Tour (GB), Mortal Kombat III Sneak Preview, X-Band Modem, Nintendo Power Online.

Volume 73 (June '95): WeaponLord, EarthBound, Star Trek: Deep Space Nine, Dirt Trax FX, Super Turrican 2, Prehistorik Man, Jungle Strike, Rise of the Phoenix, Super NES Killer Instinct Sneak Preview, Virtual Boy, Life Fitness, N64 revealed.

Volume 74 (July '95): Donkey Kong Land, Judge Dredd, Nosferatu, Jungle Strike, Animaniacs (GB), Power Instinct, S.W.A.T. Kats, Power Rangers-The Movie, World Heroes 2 Jet, E3 Report, ACM Programming, Sports Scene, RPGs in Japan.

Volume 75 (Aug. '95): Virtual Boy Special, Mario's Tennis, Galactic Pinball, Teleroboxer, Mario Clash, Super Mario World 2: Yoshi's Island, Street Fighter II (GB), Phantom 2040, Ninja Gaiden Trilogy, Judge Dredd, Arcade Classics, Earthworm Jim (GB), Chrono Trigger, Secret of the Stars, Digipen Game Programming College.

Volume 76 (Sept. '95): Killer Instinct, Doom, Red Alarm, VB Golf, Castlevania: Dracula X, The Mask, Dragon: The Bruce Lee Story, Galaga/Galaxian, Donkey Kong Land 2, The Syndicate, Chrono Trigger, Romance of the Three Kingdoms IV, H. Lincoln & M. Arakawa profile.

Volume 77 (Oct. '95): Super Mario World 2: Yoshi's Island, Batman Forever, Primal Rage, AAAHH!!! Real Monsters, Mega Man 7, Vertical Force, Panic Bomber, Aladdin (GB), Civilization, Secret of Evermore, Super Mario RPG preview, Sports Scene.

Volume 78 (Nov. '95): Mortal Kombat 3, Spiderman and Venom: Separation Anxiety, Big Sky Trooper, Boogerman, Zoop, Waterworld (VB), Virtual League Baseball, Killer Instinct (GB), Super Return of the Jedi, Defender/Joust, Wizard's Realm, Secret of Evermore, NES Anniversary Celebration, Sports Scene.

Volume 79 (Dec. '95): Donkey Kong Country 2: Diddy's Kong Quest, Wario Land (VB), Waterworld, Sports Scene, WWF WrestleMania: The Arcade Game, Vegas Stakes (GB), Mortal Kombat 3 (GB), Mechwarrior 3050, Urban Strike, Shoshinkai Preview, Secret of Evermore, P.T.O. II.

Volume 80 (Jan. '96): Earthworm Jim 2, Shoshinkai Trade Show Special, Revolution X, Doomtroopers: Mutant Chronicles, Breath of Fire II, Secret of Evermore, Scooby Doo, PGA Tour '96, Final Fight 3, Jack Bros. (VB), Tetris Blast, The Getaway, Frank Thomas Big Hurt Baseball (GB).

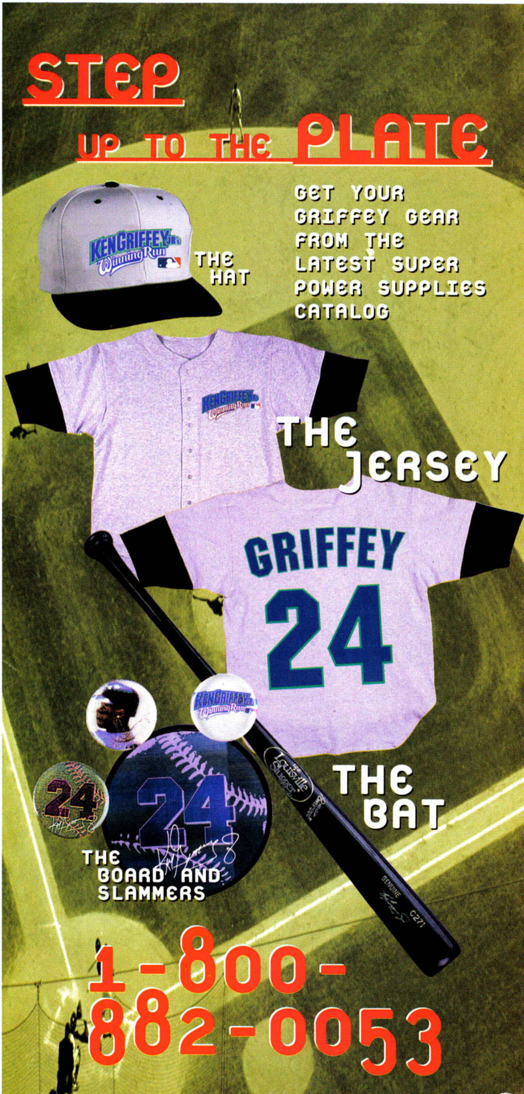
Volume 81 (Feb. '96): Killer Instinct 2: Exclusive Arcade Coverage, Mega Man X3, Mech Warrior 3050, Toy Story, Syndicate, Nester's Funky Bowling, Donkey Kong Country 2, Prehistorik Man, Ardy Lightfoot, Sink or Swim, Sports Scene, Breath of Fire II, Dragon Quest VI.

Volume 82 (Mar. '96): Super Mario RPG, College Slam, 3-D Tetris (VB), Frantic Flea, Cutthroat Island, Super Mario Kart, NHL '96 (GB) The Smurfs (GB), Digipen Feature, Ken Griffey On-Line, Yoshi's Island, Tales of Phantasia, Nintendo Power Awards Nominees.

Volume 83 (April '96): Shadows of the Empire, Power Pigs, KI 2 Arcade Special, Smurfs, Kirby's Block Ball, Earthworm Jim 2 Codes, Super Mario RPG Tips, Tactics Ogre, Pocahontas, College Slam, The Legend of Zelda: A Link to the Past.

Volume 84 (May '96): Ken Griffey Jr.'s Winning Run, Mohawk & Headphone Jack, Lobo, Olympic Summer Games (GB), Super Mario All-Stars, The Making of Mission: Impossible, NP Awards Winners, Blood of the Chozo, College Slam Codes, Cyberjocks, Super Mario RPG, Lufia II.

Use the Back Issue/Tip Book Order Form in this issue to order past Nintendo Power issues and books, or call our Consumer Service department at 1-800-255-3700 to order by phone with Visa or MasterCard.



Log on for info on the premier of N64 at E3
EXPO
E3
LOS ANGELES '96
NINTENDO POWER SOURCE
NINTENDO64
Be there even if you weren't there

Find out why the entertainment world is waiting for N64. From Nintendo. Focused on fun.

Nintendo Power Source takes you inside E3, with in-depth insights on the biggest event in video game history.

Log On

E3 PREMIER OF N64
WWW.NINTENDO.COM
AOL KEYWORD: NOA